

# PRIMA'S OFFICIAL STRATEGY GUIDE

## S<sup>2</sup> Silent Storm



**Exhaustive  
Weapons List**



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Blood  
Violence



**DEBRA LOCKRIDGE**  
**DAVID CASSADY**

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# INTRODUCTION

## UNCLE SAM WANTS YOU!

September 1, 1939 marked the start of World War II, the largest conflict ever known to man, as Germany invaded Poland without a formal declaration of war. For the next six years every major world power suffered greatly from the conflict as the Axis powers advanced and the Allies fought to restrain them. Now is your chance to experience a small part of this conflict that forever altered our world, by leading a squad of recruits through a series of challenging missions as either the Allied or the Axis forces.

This guide provides detailed strategies for every mission on both sides of the conflict. The information inside makes it easier to locate your primary targets and provides a heads up on enemy forces in the area so your squad isn't caught unprepared for a single enemy ambush. Close-up looks at each of the recruits and a detailed listing of the weapons and other items available are also found within in these pages. It's everything necessary to lead your squad to victory.

So what are you waiting for, recruit? Form a squad, gather some gear, and report for duty. The war has already begun, but you have the power to decide the fate of the greatest heroes.



# GAME BASICS

## PREPARE FOR COMBAT

Before going on a mission, peruse this chapter. The following information provides helpful advice to get things underway, as well as some essential combat strategy.

### SQUAD MEMBERS

Building the right squad is an essential part of the game. Most squads consist of one character from all six classes, but you may decide to skip one class in favor of another. The following information will help you understand what each class does in combat.

#### SOLDIER



Soldiers are the workhorses of the game. They can handle most weapons proficiently but tend to excel with SMGs or heavy weapons. They're perfect for leading the squad into battle. They tend to have the highest Strength and good Dexterity, but limited Intelligence.

**Pros:** Good with most weapons, higher VP, well-rounded combat skills

**Cons:** Poor medical and engineering skills; noisy and unable to hide well

#### GRENADIER



Grenadiers use explosives and SMGs. They're very effective at close range and tend to have high Strength and Dexterity. Nobody can eliminate a large group of enemies as quickly as a grenadier.

**Pros:** Excellent with grenades and thrown weapons, decent shooters

**Cons:** Lack of inventory space due to size of grenades; short-range attacks without the ability to sneak





## SNIPER



Snipers can pick enemies apart from great distances. They're the most accurate shooters and can spend AP to further increase their accuracy. Such high accuracy also allows them to target specific points on an enemy for quicker kills.

**Pros:** Extremely accurate even at very long range; lethal strikes to specific parts of the body; good hide skills allow them to pick apart enemies from a distance without being seen

**Cons:** Rifles offer low rate of fire; spending AP to increase accuracy means fewer shots per round

## SCOUT



Scouts are the sneakiest characters. They possess outstanding hide skills, which allows them to creep up behind enemies and eliminate them silently with knives or throwing weapons. A highly skilled scout can stand right next to an enemy without being detected.

**Pros:** Able to slip past enemies without being detected; stealth kills; high AP

**Cons:** Average combat abilities; low-level scouts are easily detected; difficulty setting greatly alters character's effectiveness by reducing stealth kills

## ENGINEER



Engineers are a necessity. They can silently pick locks, which is often the only way to reach a target without destroying part of a building. A skilled engineer can also disable mines and booby-traps as well as setting them.

**Pros:** Able to pick locks, disable mines and booby-traps, and repair Panzerkleins

**Cons:** Not strong fighters; setting and disabling booby-traps and mines is dangerous at low levels



## MEDIC



The medic is the easiest character to leave out of a party on the easy difficulty setting when the game can be saved at any time. On harder settings, medics are absolutely essential. They can heal critical wounds and stop bleeding, skills that are crucial as the battles increase in difficulty.

**Pros:** Eventually able to use all medical items; can heal any type of damage and prevent squad members from dying

**Cons:** Very poor combat skills; low VP

## SELECTING WEAPONS

Every victory begins at the base when selecting the weapons and ammunition each soldier will carry into battle. Balance is the key. A well-rounded party has a much better chance of successfully completing a mission than a party that focuses too heavily on one tactic. Each type of weapon has its own use. Keep this in mind when equipping a squad. If everyone has the same type of weapon, the entire squad will only be effective in one type of situation. Should every soldier attempt to use a variety of weapons, their familiarity with one weapon will never increase, and they'll never garner the benefits of long-term use. Get to know each weapon's intended use.

## PISTOLS

Pistols are the most underrated weapons in the game. They don't cause as much damage as other weapons, have limited range and small clips, but they cost little AP to use, take up minimal inventory space, and are viciously accurate at close range. Scouts are usually the only characters who use pistols effectively. They come in handy when a scout can sneak up on an enemy but can't get within range of a knife or sword.

## RIFLES

Rifles are good for fighting at long range, but they have a slow rate of fire that makes them ineffective when face-to-face with an opponent. AP can also be spent to increase the accuracy of a shot, which often allows snipers to make seemingly impossible shots appear simple. However, they may be forced to sacrifice an entire turn just to make that one shot. Rifles also hold a limited amount of ammunition, typically from five to ten bullets. But when each shot counts, five bullets can be more effective than a hundred.

## SUBMACHINE GUNS

Submachine guns (SMG) are lower-caliber versions of their big brothers and are excellent at close range. They expel ammunition at a high rate of speed, which allows them to rip apart a tough opponent in a single turn. However, they're very inaccurate, and much of that ammunition goes to waste. At long range, they're nearly worthless, though if you're willing to fire off an entire clip, you will connect at least once now and then. Since these weapons expel so much ammunition, the user is forced to load up on ammunition and sacrifice more inventory space than someone using a rifle or pistol.



## HEAVY WEAPONRY

Heavy weapons can be anything from a machine gun on a tripod to a powerful bazooka. These weapons can rip huge holes through enemy front lines, but they're big and bulky. Though they possess tremendous power, they tend to be very inaccurate and either chew through lots of ammunition or hold and fire only a single shot at a time. No soldier should rely solely on any of these weapons. The ammunition and the weapon take up a large amount of inventory space, and ammunition is rarely in great supply. Always have a backup pistol at the very least.

## KNIVES

A knife can be very lethal in skilled hands, but it requires the ability to draw close to an enemy without being detected. Therefore, scouts primarily use them, but even a medic can put one to use if he or she can predict enemy movement. Some knives can be thrown at enemies. Thrown weapons are more likely to cause critical hits; however, they have a short range and are highly inaccurate unless used by someone with high Strength and Dexterity.

## GRENADES AND MINES

These are very specialized weapons. Engineers and grenadiers use them best. Other characters may attempt to use them, but at great risk. Even a small mistake can be devastating when dealing with explosives. Grenades and mines are both great for eliminating multiple enemies at the same time. They can also be used to create booby-traps, which are triggered when a door or window is opened. It's a great way to get an enemy off of your tail, or to trick foes into killing themselves.

## MAKING A ROUNDED PARTY

So you're heading into battle. What do you choose? First, have a scout with a silenced pistol and knife. This allows the scout to move around unseen and spot enemy troops, then join in the battle without giving away his position. Grenadiers and engineers both do well with SMGs. Their shooting skills tend to be lower, due to their specialization in other skills, but the scatter fire of an SMG helps to make up for this weakness. Snipers and medics do well with scoped rifles. These allow a sniper to spend extra AP to make long-range shots and help to overcome the medic's poor combat skills. They also allow the medic to get involved in a battle without too much risk. The soldier does very well with a heavy machine gun and a backup SMG. The heavy machine gun can be used in situations where the enemy is pinned down or grouped together. The SMG can be used the rest of the time since the ammunition is easier to find.

## LOOT AND INVENTORY

Between missions you make frequent stops at the base to heal and restock on ammunition and other supplies. So where does all the ammunition come from? For the most part, you survive on what the party finds during battles. Gather all of the ammunition you can and take it back to base. Deposit it there until it's needed later. As the party goes up levels, new equipment is also added to the base's inventory, but this is a rare event.

There are always lots of weapons on the field after a major conflict. It's impossible to pick them all up, and there's really never any reason to do so. But that doesn't mean you should leave all those weapons just sitting around. Pick them up and use the eject ammo button to take the cartridges out of weapons you have no intention of keeping. Then just toss the weapons on the ground and go about your business. It's a bit time consuming, but you're less likely to run out of ammunition in the future.



## PANZERKLEINS



A Panzerklein is a top-secret suit of armor that turns its wearer into a walking tank. Panzerkleins are slow and bulky, but they make the wearer nearly invincible. Even though these powerful suits of armor don't appear until late in the game, it's essential that you understand how to deal with them.

Saying that a Panzerklein is heavily armored is sort of an understatement. Panzerkleins can resist damage from most weapons. An entire clip of SMG ammunition can be unloaded on a Panzerklein at close range without even scratching the surface. Heavy ammunition, such as cannons or rockets, can damage the armor, but it can take a long time to disable the machine.

Fortunately, Panzerkleins do have their weaknesses. Inside every Panzerklein is a human pilot. Though the machine may not take any damage from most guns, there are cracks in the armor, and bullets do sometimes slip through. The pilot almost always dies before the machine is destroyed. Energy weapons are the most effective at cutting through the armor and striking the person within. Heavy machine guns and SMGs also work, but slowly. If you try to gun down a Panzerklein with an SMG, make sure you have tons of ammunition and a silenced weapon. That's the only way to survive the encounter.

Panzerklein pilots are also vulnerable to the same status effects as an unarmored soldier. Aim for the head. It's rare, but you never know when a single bullet is going to slip through a crack in the armor and strike the enemy square in the noggin, which immediately brings the giant to its knees.

Once an enemy Panzerklein pilot is defeated, you can take over the machine and use it as you see fit. Just click on the machine, and your soldier will yank the dead pilot out of the device. Most Panzerkleins have a very limited supply of ammunition, which makes most of them disposable. Don't be afraid to abandon one Panzerklein for another. If the machine is out of ammunition, it's basically nothing more than a two-ton paperweight.

Damage to a Panzerklein can be repaired just like damage to a soldier. Engineers use special Panzerklein repair tools to buff out the dents and patch the holes. However, if a Panzerklein's VP is completely drained, the machine is completely destroyed and cannot be recovered. When a mission is complete, get back into any of the machines that were brought into the mission at the start, or they'll be left behind. Panzerkleins are too rare to be wasted.



## BATTLE TACTICS

The following are important tactics that are useful in nearly every battle. Master them, and the game will be much easier.

### STEALTH



Stealth is very important in every battle. Early on, it's difficult to be stealthy. Most of the squad is a bit awkward and unable to find deep cover even in the thickest brush. The weapons at the squad's disposal are standard issue, which means they lack silencers and all draw the attention of enemies in the area. There are knives and throwing weapons, which are silent but require a high-level hiding ability to draw within range of the enemy.

As the game progresses, you find a variety of silenced weapons. Treasure these guns. There are silenced pistols, rifles, and even SMGs. They're very rare, but they make it much easier for your party to eliminate large enemy forces without taking much damage.

If a patrolling enemy sees a dead body, he'll begin searching for the killer. Pick up bodies and carry them to covered locations to avoid alerting the enemy.

### COVER

Nearly any object can provide cover from enemy fire. Bushes and trees are the most common forms of cover, but a box, metal pole, or even a window ledge can also be effective. Cover reduces an enemy's accuracy and may even help prevent an enemy from locating his assailant.

Changes in posture also help prevent enemies from targeting your soldiers. When a soldier is heard but not seen, he can still be fired upon. However, if the target is prone or kneeling, the shots will likely pass over the target's head, even if the shot had a 100 percent chance of hitting. Keep this in mind when you're shooting at enemies who can't be seen. This is really only a factor when dealing with enemies who carry pistols or rifles. SMGs fire a spread of bullets and are likely to hit high and low.

### SPOTTING



One of the biggest challenges is locating enemies without exposing your squad's location. Deep cover is great, but it tends to block your squad's view. There's an easy trick to overcome this handicap.

If one member of the squad can see a target, the rest of the squad will know the target's location and stance. This doesn't mean that every member of the squad will have a shot, but more often than not they will if there's no major obstacle between squad members.

So how do you use this information? Have the squad take cover while the scout crawls into the open to check for enemies. When the scout sees someone, check the rest of the squad members and see if they have a shot. The entire squad can often participate in the battle without ever having to expose itself to enemy fire.

When you use this tactic, it's very important that the scout not give away his or her position. If the scout has a silenced weapon, it may be possible to take a couple of shots, but generally the scout should remain still and just focus on being the eyes for the entire squad.

## SNIPING



Snipers have a huge advantage. They can spend AP to boost their accuracy when using a weapon with a scope. The downside is that the scope limits their viewing range. Though a sniper may be able to see an enemy normally, the second the scope is used, the enemy may be out of view.

Any soldier can target a specific point on an enemy (head, left or right arm, left or right leg, and torso), but at a significant reduction to accuracy. Head shots cause 50 percent more damage than a regular shot. Shots to other parts of the body may cripple a limb and reduce movement or force an opponent to drop his weapon. A sniper can spend AP points to increase the odds of making such a shot, which makes them the most lethal shooters in the game.



## BOOBY-TRAPS



Never underestimate the power of booby-traps. In some situations it's obvious when an enemy will have to pass through a door or window to reach the squad's position. Booby-traps are especially effective when the squad is heavily outgunned and pinned down inside of a building. Use grenades to booby-trap doors, and let the enemies come to the squad. As they progress, they'll be blown to bits. Just be sure to move your squad out of the blast range.



## LURING



Interrupts are very important because they allow you to get the jump on enemies as they appear for the first time. The problem is that sometimes the enemy gets the jump on you. There are also times where you may be able to pick off one member of a group, but the other five will immediately turn and gun your soldier down. In these cases the art of "luring" becomes invaluable.

The game's AI causes enemies to react to sound. Some duck and cover while others go into hiding. Most enemies cautiously investigate the disturbance. In situations where going around a corner or entering a room is risky, the enemy can often be lured out into the open by simply firing a shot at a wall.

To use this tactic effectively, have several squad members cover a corner, then fire a shot in the area where you want the enemies to investigate. Have the shooter run and hide. The enemies will slowly work their way toward the disturbance and can be gunned down as they come into view.

## RELOADING

There's nothing worse than coming face-to-face with an enemy and discovering you have an empty clip. Every time the game switches from turn-based mode to real time, you should immediately reload everyone's weapons. If you try to load while in turn-based mode, it will cost valuable AP and may be the difference between life and death.



# RECRUITS

## CREATING A SQUAD

Successfully completing most objectives requires several squad members working together as a team, the combination of their unique talents allowing them to adapt to any situation. The most basic squad configuration consists of one of each of the six professions (soldier, sniper, scout, grenadier, engineer, and medic). It's hard to go wrong with this group, but it isn't always necessary to have all six professions in a squad.



**A true engineer.**



**A recruit who dabbles in engineering.**

Many recruits have less specialized skills and dabble in professions other than their own. A grenadier may also be adept at engineering, or there may be a sniper who can function as a medic. Sometimes professional soldiers are skilled with explosives or rifles. These jack-of-all-trades recruits are great for anyone who wishes to focus heavily on combat and plans on only occasionally utilizing the noncombat skills. This allows for the creation of a very powerful squad, but there are some disadvantages.



**A scout's skill tree**

Each profession has its own skill tree. As a recruit gains levels, he or she also gains new skills. These vastly improve the character's proficiency in one area by providing substantial bonuses to actions, reducing AP costs, or even allowing the use of more complicated items. The skill tree for each profession is completely different from the next and focuses on the recruit's primary function. So a soldier gains bonuses that deal with guns and combat actions, while a medic gains the ability to use better medical devices and becomes more proficient in dealing with the severely wounded. Because of these skill trees, a soldier with engineering skills will never be as proficient at tasks like diffusing mines and picking locks as a true engineer, and the engineer will never be as good with a machine gun as the soldier.

The jack-of-all-trades recruits work well at the start of the game, but as the missions become more complex, the services of a specialized recruit may become necessary. Then again, if you save and reload often, the services of a medic may never be required. If you don't mind passing up some great items and aren't worried about stealth, you may not need an engineer. So take your style into consideration when putting together a squad. The best bet is to build a balanced party with recruits who specialize in one profession, but don't be afraid to experiment and adjust to each mission.

# ALLIED RECRUITS

## LT. GARNET "GATOR" FERGUSON

NATIONALITY: **Canada**

PROFESSION: **Soldier**

DATE OF BIRTH: **November 11, 1897**

HEIGHT: **6'0"**

WEIGHT: **208 lbs**

MARITAL STATUS: **Married w/ three children and one grandchild**



## DEPLOYMENT

Extremely healthy for his age and an experienced swimmer, Lieutenant Garnet Ferguson could have sat out the war, avoiding conscription due to his age and family status. Instead, he chose to volunteer his services to the Canadian Army and the British Commonwealth. He is a determined loyalist looking to make his mark on history as he defends the monarchy.

## PERSONAL HISTORY

Born into a family of wheat farmers in Red Deer, Alberta, Canada, a small city halfway between Calgary and Edmonton, Garnet Ferguson was the youngest of five children. During the Great War, he served in the Merchant Marines, transporting supplies and weapons to England. He worked in the engine room of numerous ships as a Class 2 mechanic.

The ships he served on were sunk so many times that many crewmen didn't want to be on the same boat with him. He inherited the nickname "Gator" due to the amount of time he spent floating on the surface of the water waiting to be rescued. Even after the Allies adopted the convey system of ship transport in April 1917, which greatly reduced the number of attacks, he still seemed to be a regular on the unlucky ones.

Tired of being a sitting duck for U-boats, he tried to enlist in the Royal Navy during the Second World War but was refused due to his track record. Instead, he joined the 2nd Canadian Infantry Division and arrived in Greenock, Scotland on December 30, 1939, ready to reshape Europe.



## NOTEWORTHY ACCOMPLISHMENTS

He took out more than a half dozen enemies single-handedly in a church bell tower in a small village in France.

## PRIMARY ATTRIBUTES

STRENGTH: **9**

DEXTERITY: **7**

INTELLIGENCE: **4**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **147**

ACTION POINTS: **51**

EVASION: **8**

## SKILLS

SHOOTING: **34**

MELEE: **28**

THROWING: **28**

SNIPE: **19**

BURST: **32**

HIDE: **22**

SPOT: **16**

ENGINEERING: **16**

MEDICINE: **16**

INTERRUPT: **30**

## STARTING INVENTORY

**Lewis MKI Machine Gun**

**Lewis MKI Magazines (x3)**

**36M MKI Fragmentation Grenade**

**M-61 HE Grenade**

**Adhesive Surgical Plaster**

## SGT. SAMUEL

## "NESSIE" NELSON

NATIONALITY: **USA**

PROFESSION: **Grenadier**

DATE OF BIRTH: **January 16, 1897**

HEIGHT: **6'4"**

WEIGHT: **255 lbs**

MARITAL STATUS: **Married w/ six children and five grandchildren**



## DEPLOYMENT

Sergeant Sam "Nessie" Nelson acquired his nickname from the legendary lake serpent. He is named after the Loch Ness monster due to his elusiveness and his ability to remain completely motionless. However, like his namesake, he is startlingly quick for a creature of his stature. There is virtually no man more committed to the Allied cause than this unappreciated Sergeant, who, at his age and having served in the Great War, could have stayed home with his family.

## PERSONAL HISTORY

Nelson was born in New York, New York, USA, to a father who worked as a baggage porter at Grand Central Station and a mother who delivered coal by horse and buggy in their neighborhood. He served in the Great War with Harlem's Hell Fighters, one of the few all-black units to see combat and the first Allies of any color to reach the Rhine. Regrettably, he had to do so under the command of the French Army.

He has tasted victory once, though it was bittersweet. He fought both the enemy and segregation in the Great War. Yet, despite everything that Nessie endured, he willingly re-enlisted a second time, which speaks volumes for his character. Unfortunately, circumstances would not prove to be much better some 20 years later, though he was one of few African Americans placed in the position of commanding his brothers.

## NOTEWORTHY ACCOMPLISHMENTS

In exceptional condition for a man of his age and size, Sam Nelson, along with the rest of the regiment, was awarded the Croix de Guerre by the French for his efforts during WWI.

## PRIMARY ATTRIBUTES

STRENGTH: **10**

DEXTERITY: **7**

INTELLIGENCE: **3**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **157**

ACTION POINTS: **51**

EVASION: **7**

## SKILLS

SHOOTING: **34**

MELEE: **29**

THROWING: **34**

SNIPE: **18**

BURST: **30**

HIDE: **20**

SPOT: **14**

ENGINEERING: **16**

MEDICINE: **14**

INTERRUPT: **28**

## STARTING INVENTORY

**M3A1 Submachine Gun**

**M3A1 SMG Magazines (x2)**

**36M MKI Fragmentation Grenades (x2)**

**M-61 HE Grenades (x3)**

## LOYTNANT (LT.) ARVID PETTERSEN

NATIONALITY: **Norway**

PROFESSION: **Sniper**

DATE OF BIRTH: **March 19, 1922**

HEIGHT: **5'8"**

WEIGHT: **157 lbs**

MARITAL STATUS: **Single**

## DEPLOYMENT

Very few men have the determination to face the numerous obstacles Loytnant Arvid Pettersen had to overcome in order to get into combat, and even fewer can bring his superior level of deadly accuracy to the battlefield. As an officer with the British Army Commandos, he's a master of camouflage and has an instinctive sense of his surroundings, as well as the uncanny ability to quietly sneak into position.





## PERSONAL HISTORY

Arvid Pettersen was born in the seaport town of Stavanger, in the Rogaland region of Norway. His father, Nils, was a shipbuilder who built fishing trawlers out of a small warehouse on the pier. In 1938, when Arvid finished high school, his father got him a job working on a whaler. A year later, the world was headed for war, and Norway declared itself neutral, hoping to ride out the conflict as it had successfully done in the Great War. The German invasion on April 9, 1940 came as a surprise, and shortly thereafter Norway was an occupied nation.

Arvin managed to get out to sea at the start of the 1940 whaling season, but at its end, he and the rest of the crew decided to sail for England with their catch. Like many whalers, they wanted to join the British forces and free their homeland. Pettersen ended up in Dumfries, Scotland, training with a Norwegian brigade. After 18 months without a combat assignment, he took the unusual step of demanding one from his commander. His brazenness and his skill as a sniper made him perfect for the British Army Commandos.

## NOTEWORTHY ACCOMPLISHMENTS

While in Scotland, Pettersen spent his free time hanging out in the coastal bays of the North Channel waiting for German U-boats to surface. He rarely got lucky, and at that distance his rifle could do little damage, but he figured the echoing ping of the bullet would at least tick the Germans off.

## PRIMARY ATTRIBUTES

STRENGTH: **4**

DEXTERITY: **9**

INTELLIGENCE: **7**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **94**

ACTION POINTS: **55**

EVASION: **7**

## SKILLS

SHOOTING: **36**

MELEE: **23**

THROWING: **20**

SNIPE: **32**

BURST: **17**

HIDE: **28**

SPOT: **26**

ENGINEERING: **23**

MEDICINE: **24**

INTERRUPT: **30**

## STARTING INVENTORY

**Lee-Enfield MK11 Scoped Rifle**

**Nagant 1910 Pistol**

**Lee-Enfield 10-round Rifle Clip (x4)**

**Nagant 1896 Cartridges**

**36M MKI Fragmentation Grenade**

**Adhesive Surgical Plaster**



## LT. JAMES "VIPER" AUSTIN

NATIONALITY: **USA**

PROFESSION: **Sniper**

DATE OF BIRTH: **1909**

HEIGHT: **5'8"**

WEIGHT: **164 lbs**

MARITAL STATUS: **Married w/ three children**



### DEPLOYMENT

Lieutenant James Austin is a sniper, and a gifted one at that. Little else can be said about Austin, and that's perfectly fine by him. In fact, that is precisely why he joined the Fourth Marines in his thirties, leaving his concerned family behind. For Austin, this is an adventure more than it is a war. It is the ultimate hunt in search of the ultimate prey, and he is prepared to go the extra mile to bag himself a couple of trophies.

### PERSONAL HISTORY

James Austin was born in Dallas, Texas, USA into serious money made by his father and grandfather. His father Wilbur was president of Black Gold Tooling Incorporated, a tool and tie company that made custom parts for oil wells. James was brought up sheltered by wealth with private schools, private tennis, and skeet shooting lessons. The skeet lessons eventually led to small game and then to big game hunting. For the past 10 years, he has been traveling the globe in search of elusive trophies—hunting lions on African safaris, shooting polar bears in Alaska, and stalking alligators in the swamps of the Florida Everglades. After the Japanese bombed Pearl Harbor, Austin joined the Marines and headed off to Guadalcanal. His rank bought and paid for, he was ready to serve and be served.

### NOTEWORTHY ACCOMPLISHMENTS

Austin gave himself the nickname Viper because he felt the poisonous snake best represented the "lie in wait and strike once" style. It seems to have finally caught on.

### PRIMARY ATTRIBUTES

STRENGTH: **5**

DEXTERITY: **9**

INTELLIGENCE: **6**

### SECONDARY ATTRIBUTES

VITALITY POINTS: **104**

ACTION POINTS: **55**

EVASION: **7**

## SKILLS

SHOOTING: **36**  
 MELEE: **24**  
 THROWING: **22**  
 SNIPE: **31**  
 BURST: **19**  
 HIDE: **28**  
 SPOT: **24**  
 ENGINEERING: **21**  
 MEDICINE: **22**  
 INTERRUPT: **30**

## STARTING INVENTORY

**Lee-Enfield MK1 Scoped Rifle**  
**Nagant 1910 Pistol**  
**Lee-Enfield 10-round Rifle Clip (x4)**  
**Nagant 1896 Cartridge**  
**36M MKI Fragmentation Grenade (x2)**  
**Adhesive Surgical Plaster**

## LT. DORIS "L.A." DECKER

NATIONALITY: **USA**  
 PROFESSION: **Engineer**  
 DATE OF BIRTH: **October 19, 1917**  
 HEIGHT: **5'1"**  
 WEIGHT: **129 lbs**  
 MARITAL STATUS: **Single**

## DEPLOYMENT

Lieutenant Doris Decker is an intellectual whiz, a blond with brains, who desperately wishes to be known for more than her looks. A qualified Air Force pilot, Doris has a higher-than-normal sense of observation and excelled at every subject at the university that involved the sciences. Therefore, it's little wonder that her talents lie in the medical and engineering specialties.



## PERSONAL HISTORY

Doris Decker was born in Hollywood, California, USA, the only child to surprised parents well into their late thirties. Her father, Dexter, was an accountant, and her mother, Clara, worked as a midwife. She graduated from the University of Southern California with a degree in biology, but after a year working in a lab, she decided she wanted a change of pace. She joined the US Air Force and trained as a fighter pilot.

In 1943, while she was flying her maiden voyage over the Atlantic from England to join the war over Europe, the Luftwaffe shot her down. She bailed out into 10-meter waves. Unable to swim, she clung to the fuselage for what seemed like an eternity. Although her ordeal did not quell her courage for battle, she definitely lost her desire to fly. She transferred to the US Army, Special Operations in yet another attempt to refine herself.

## NOTEWORTHY ACCOMPLISHMENTS

Voted most promising engineer by *Women at War* magazine in 1942. Decker is also known by the nickname "L.A."

## PRIMARY ATTRIBUTES

STRENGTH: **5**  
DEXTERITY: **6**  
INTELLIGENCE: **9**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **104**  
ACTION POINTS: **49**  
EVASION: **7**

## SKILLS

SHOOTING: **31**  
MELEE: **20**  
THROWING: **19**  
SNIPE: **22**  
BURST: **19**  
HIDE: **20**  
SPOT: **26**  
ENGINEERING: **31**  
MEDICINE: **27**  
INTERRUPT: **28**

## STARTING INVENTORY

**M3A1 Submachine Gun**  
**M3A1 SMG Magazines (x2)**  
**36M MKI Fragmentation Grenades (x2)**  
**M-61 HE Grenade**  
**Mine Probe**  
**Picklocks (x2)**  
**Dynamite Charges (x3)**

## LT. DOUGLAS RICKETTS

NATIONALITY: **UK**  
PROFESSION: **Engineer**  
DATE OF BIRTH: **December 8, 1890**  
HEIGHT: **6'0"**  
WEIGHT: **157 lbs**  
MARITAL STATUS: **Married w/ two children and one grandchild**



## DEPLOYMENT

This is Lieutenant Douglas Ricketts's second time serving his country. He served as an engineer with the British Third Army in the Great War and was awarded the Victoria Cross for numerous acts of valor. He's an officer who approaches every situation with refined judgment, and his years of experience allow him to be dignified and unfazed, no matter the situation's gravity.



## PERSONAL HISTORY

Douglas Ricketts was born in London, England in an east-end rooming house overlooking the River Thames. His parents were unmarried teenagers, and his father, Reggie, committed suicide by throwing himself into that very river the day he heard of the pregnancy. His mother, Agnes, was from a well-to-do family that accepted Douglas into their fold when he was three.

In August of 1914, shortly after Ricketts graduated from the Imperial College of Science, Technology, and Medicine, Britain entered the Great War. On July 1, 1916, Douglas Ricketts was in the Battle of the Somme on the first day of the offensive and the worst day in British Army history for casualties. He would stay there until November. By then, the battle casualties were well over a half million, and the front line had shifted a mere 10 kilometers.

Originally, Ricketts decided he was going to sit out the war and help on the home front with a civilian service. However, when the Blitz started on September 7, 1940 and bombs rained on London, he decided it was better to fight them somewhere else than to wait until they arrived at his doorstep. Shortly thereafter, he was on a ship headed to North Africa, and people were calling him lieutenant again.

## NOTEWORTHY ACCOMPLISHMENTS

His first grandchild was born a month after he left. The desire to see him is the driving force that gets him through every day.

## PRIMARY ATTRIBUTES

STRENGTH: **5**

DEXTERITY: **5**

INTELLIGENCE: **10**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **104**

ACTION POINTS: **47**

EVASION: **7**

## SKILLS

SHOOTING: **30**

MELEE: **18**

THROWING: **18**

SNIPE: **21**

BURST: **18**

HIDE: **18**

SPOT: **28**

ENGINEERING: **32**

MEDICINE: **28**

INTERRUPT: **28**

## STARTING INVENTORY

**M3A1 Submachine Gun**

**M3A1 SMG Magazines (x2)**

**36M MKI Fragmentation Grenades (x3)**

**M-61 HE Grenade**

**2ND LT. DUNCAN**

**“ROWDY” MACDOUGALL**

NATIONALITY: **UK**

PROFESSION: **Grenadier**

DATE OF BIRTH: **June 2, 1915**

HEIGHT: **5’10”**

WEIGHT: **230 lbs**

MARITAL STATUS: **Unknown**

## DEPLOYMENT

Lieutenant Duncan MacDougall is a force to be reckoned with, simply because there’s no other way around him. Though a grenadier by profession, he is a master electrician by trade who possesses a better-than-average understanding of engineering. His latest endeavor as a barkeep has allowed him to see—and to cause—enough bloody brawls to be rather handy at patching wounds. This war is a perfect outlet for the rage inside the redhead.



## PERSONAL HISTORY

Duncan was born in Dunoon, Scotland, the largest town in Argyll. His father, Angus, was a casualty of the Great War, and his mother, Jean, was remarried before he turned five. However, Duncan never really accepted or thought much of his stepfather Bram. Despite his above average IQ, he dropped out of school and became an electrician. A couple of years later, he became a master electrician and managed a crew of three. In 1936, by a twist of fate, he ended up owning a drinking establishment.

MacDougall smelled the war coming and was eager to be a part of it, so he joined the Black Watch, 1st Battalion in 1937. In October, 1939, his sense proved right, and he disembarked in France. Four months later, MacDougall finally thought he'd see action on the Maginot Line, but it didn't happen. As eager as he was for combat, he always seemed to be in the wrong place at the wrong time, and he began to grow more frustrated. However, action came soon enough when his battalion was sent to the Saar and into the arms of the German offensive on Paris. MacDougall was one of less than two dozen men to make it out uncaptured and alive.

## NOTEWORTHY ACCOMPLISHMENTS

Rather appropriately, he changed the name of the bar he won in a drunken bet from "Ian's Inn" to "The Angry Argyll." Duncan is also a champion dart player.

## PRIMARY ATTRIBUTES

STRENGTH: **8**

DEXTERITY: **4**

INTELLIGENCE: **8**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **137**

ACTION POINTS: **45**

EVASION: **7**

## SKILLS

SHOOTING: **31**

MELEE: **21**

THROWING: **27**

SHOTGUN: **17**

BURST: **23**

HIDE: **14**

SPOT: **24**

ENGINEERING: **23**

MEDICINE: **21**

INTERRUPT: **28**

## STARTING INVENTORY

**M3A1 Submachine Gun**

**M3A1 SMG Magazines (x3)**

**M-61 HE Grenades (x6)**

**Throwing Knife**

## LT. ERIN "ELF" FARRELL

NATIONALITY: **UK**

PROFESSION: **Scout**

DATE OF BIRTH: **May 19, 1922**

HEIGHT: **4'8"**

WEIGHT: **121 lbs**

MARITAL STATUS: **Single**



### DEPLOYMENT

Lieutenant Erin Farrell has a couple of issues. However, they are all a benefit to her squad and a nightmare to her enemies. She's quiet and dark, and she likes to keep to herself. However, she possesses the sense of adventure that led her to volunteer for the British Parachute Regiment. As a girl, she chiseled tombstones for her father's business. Now, she uses cold steel to create a demand for them, even though a bullet from a safe distance would do the trick.

### PERSONAL HISTORY

Erin Farrell was born amongst the lush forests, emerald green valleys, and river glens of Londonderry, Northern Ireland in the very year the island was divided. Heritage and religion placed her clearly on the British side. Her father, Hugh, and her mother, Keelan, operated a village-based business engraving tombstones and painting signs for local shops.

As their only child, she was expected to help around the workshop at an early age. She enjoyed chiseling morbid and macabre pieces. It was a cause for concern, but there wasn't much her ill-equipped parents could do about it. In mid-1940, the British began considering a division of paratroopers. Erin joined almost immediately. By the end of the year, Farrell was training at Manchester's Ringway civilian airport. Upon graduation, she became an officer in the British Parachute Regiment.

### NOTEWORTHY ACCOMPLISHMENTS

There is a rumor, though unsubstantiated, that Erin Farrell acquired her rank due to her spine-chilling ability to throw men out of planes.

### PRIMARY ATTRIBUTES

STRENGTH: **6**

DEXTERITY: **9**

INTELLIGENCE: **5**

### SECONDARY ATTRIBUTES

VITALITY POINTS: **115**

ACTION POINTS: **55**

EVASION: **8**

## SKILLS

SHOOTING: **34**  
 MELEE: **31**  
 THROWING: **26**  
 SNIPE: **23**  
 BURST: **24**  
 HIDE: **30**  
 SPOT: **20**  
 ENGINEERING: **19**  
 MEDICINE: **20**  
 INTERRUPT: **30**

## STARTING INVENTORY

**Mauser K96 1926**  
**Mauser M.712 Pistol Clips (x2)**  
**36M MKI Fragmentation Grenades (x2)**  
**Throwing Knives (x4)**  
**Billy Club**

## LIEUTENANT ROBERT "BOB" ROUSSEAU

NATIONALITY: **France**  
 PROFESSION: **Grenadier**  
 DATE OF BIRTH: **February 11, 1896**  
 HEIGHT: **5'11"**  
 WEIGHT: **194 lbs**  
 MARITAL STATUS: **Widower w/ two children (deceased)**



## DEPLOYMENT

This is the second war for Lieutenant Robert Rousseau. He is an experienced veteran, and a quick glance at his personal history should leave no doubt about his commitment and focus. His experience in the Great War and his time with the French Resistance exposed him to various specialties; he is truly an expert only in those relating to the profession of grenadier.

## PERSONAL HISTORY

Born in Sedan, France, Robert was the only child of a widower father who raised and raced carrier pigeons. During the Great War, Robert put his father's expertise to use keeping and training carrier pigeons to relay vital messages between occupied and unoccupied France. In terms of lives saved by these birds, their importance and his cannot be ignored. His extraordinary efforts above and beyond the call of duty were rightfully honored.





Robert Rousseau returned from the front to find his house ransacked and uninhabitable. It had been occupied by enemy forces for almost four months. They had lived there and slept in his bed. Worse still, they had forced his wife to do whatever they wanted by threatening the lives of his young children. Upon leaving, they tossed mustard gas canisters into the house, killing everyone inside. A month after his return, Robert burned his house and its contents to the ground. He could not bear to see, smell, or touch anything contaminated by the evil that had taken his family.

On September 3, 1939, when the French declared war on Germany, he joined the army. On June 22, 1940, when the French signed an armistice with Germany, he joined the underground as a member of the French Resistance (Armee Secrete). Six months later, he enlisted with the Free French Forces in Algiers.

## NOTEWORTHY ACCOMPLISHMENTS

He was awarded the Legion d'Honneur, France's most distinguished medal.

## PRIMARY ATTRIBUTES

STRENGTH: **9**  
DEXTERITY: **4**  
INTELLIGENCE: **7**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **147**  
ACTION POINTS: **45**  
EVASION: **7**



## SKILLS

SHOOTING: **31**  
MELEE: **22**  
THROWING: **29**  
SNIPE: **16**  
BURST: **25**  
HIDE: **14**  
SPOT: **22**  
ENGINEERING: **21**  
MEDICINE: **19**  
INTERRUPT: **28**

## STARTING INVENTORY

**M3A1 Submachine Gun**  
**M3A1 SMG Magazines (x2)**  
**36M MKI Fragmentation Grenades (x2)**  
**M-61 HE Grenades (x3)**  
**Throwing Knife**

**SOUS-LIEUTENANT**  
**(2ND LT.) YVES ST.**  
**PIERRE**

NATIONALITY: **France**  
PROFESSION: **Medic**  
DATE OF BIRTH: **April 11, 1914**  
HEIGHT: **5'7"**  
WEIGHT: **139 lbs**  
MARITAL STATUS: **Single**

## DEPLOYMENT

Sous-lieutenant Yves St. Pierre is best suited for a mission support position. However, that's not to say he can't shoot. For a medic, he's actually a half-decent marksman. Extremely intelligent and conscientious, he can also double as an engineer. If Yves could be anywhere, he would not be here. But once the first shot is fired and the blood begins to pour, he's on it like butter on a baguette.



## PERSONAL HISTORY

Yves St. Pierre was born in Paris, France. He was the second and last child of baker parents who owned a small but prestigious patisserie on the Champs Elysees. His earliest childhood memories are of hiding in the shop's cellar during the German bombardment of Paris, cuddled up tightly to his mother Genevieve. Family gatherings in the years that followed the Great War always seemed to revolve around his father Rene's exploits and adventures during the Battle of Verdun.

In May, 1940, when the Germans crossed the French border, his father began to organize an underground movement with his old war buddies. Within the month, Paris was occupied and Rene was running sabotage operations. Yves, who was beginning his second year of a rather successful medical practice, was expected to play his part. He was reluctant, and somebody somewhere was going to pay for this unwanted diversion.

## NOTEWORTHY ACCOMPLISHMENTS

A gifted surgeon, Yves St. Pierre, despite his young age, is a pioneer on the cutting edge of plastic and cosmetic surgery.

## PRIMARY ATTRIBUTES

STRENGTH: **4**

DEXTERITY: **6**

INTELLIGENCE: **10**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **94**

ACTION POINTS: **49**

EVASION: **7**

## SKILLS

SHOOTING: **31**

MELEE: **21**

THROWING: **17**

SNIPER: **25**

BURST: **15**

HIDE: **20**

SPOT: **28**

ENGINEERING: **27**

MEDICINE: **33**

INTERRUPT: **29**

## STARTING INVENTORY

**Lee-Enfield MK1 Rifle**

**Lee-Enfield 10-round Rifle Clips (x2)**

**Adhesive Surgical Plaster (x3)**

**Haemostatic Forceps**

**Haemostatic Powder (x2)**

## ALFEREZ (2ND LT.) RAMOS ORTIZ

NATIONALITY: **Spain**

PROFESSION: **Soldier**

DATE OF BIRTH: **March 24, 1912**

HEIGHT: **5'9"**

WEIGHT: **168 lbs**

MARITAL STATUS: **Married w/ six children**



### DEPLOYMENT

Alferaz Ramos Ortiz has always made his living with a knife. Now, he depends on that knife to end the lives of others—not that he has to, however. His marksmanship skills are impeccable, and his ability to handle automatic weapons and grenades is far above average. Yet, there's something that appeals to him about sneaking up on an enemy and taking him out silently and quickly with a sharp instrument.

### PERSONAL HISTORY

Ramos Ortiz was born in the city of Guernica in the Basques region of Spain. As a boy, he started working in his father's butcher shop making sausages. When he turned 20, his father was forced to retire for health reasons, and Ramos took over the business. He was a peaceful man who did his best not to get involved in the civil war, despite the urgings of friends and customers who took up arms against Generalissimo Franco.

All that changed when the Luftwaffe bombed Guernica in 1937 as a favor among fascists. Though his immediate family and business were spared, an eighth of his town perished. As the walls fell, Ramos Ortiz regretted being a peaceful man. In late September, 1939, he said goodbye to his family and crossed the border into France two weeks after the French declared war on Germany. Fighting with the French Foreign Legion, he earned the rank of Sous-lieutenant, and as a further sign of respect, he was called by the Spanish equivalent—Alferaz.

### NOTEWORTHY ACCOMPLISHMENTS

Ramos's skill with a knife has not only served his squad on the battlefield, he has also used it to carve up freshly killed wild game that was later served up in rather tasty meals.

### PRIMARY ATTRIBUTES

STRENGTH: **7**

DEXTERITY: **10**

INTELLIGENCE: **3**

### SECONDARY ATTRIBUTES

VITALITY POINTS: **127**

ACTION POINTS: **57**

EVASION: **8**

## SKILLS

SHOOTING: **37**  
 MELEE: **32**  
 THROWING: **27**  
 SNIPE: **24**  
 BURST: **31**  
 HIDE: **28**  
 SPOT: **14**  
 ENGINEERING: **17**  
 MEDICINE: **17**  
 INTERRUPT: **30**

## STARTING INVENTORY

**Sten MK II Submachine Gun**  
**Sten SMG Magazines (x3)**  
**M-61 HE Grenades (x2)**

## PORUCZNIK (LT.) JERZEY ROZANSKI

NATIONALITY: **Poland**  
 PROFESSION: **Soldier**  
 DATE OF BIRTH: **June 6, 1918**  
 HEIGHT: **6'0"**  
 WEIGHT: **204 lbs**  
 MARITAL STATUS: **Married w/ two children**

## DEPLOYMENT

Porucznik Jerzey Rozanski is a tough, streetwise, resourceful soldier, who earned his rank long before he joined the military. His direct, no-nonsense approach always seems to get things done quickly and to his satisfaction. Bred for danger, Rozanski likes things up close and personal, where he has the skills to deal with them and the tenacity to see them through.



## PERSONAL HISTORY

Jerzey Rozanski was born in Warsaw in 1918, the year Poland gained its independence after over 100 years of foreign control. He was born into an extended family involved in criminal activity that had managed to flourish for over half a century, despite a bad political situation. His size made him perfect to act as an enforcer in the family business. Jerzey's grandfather and uncles groomed him early for the task. His father, Goryi, was not happy. He wanted a better life for his eldest son, and he never stopped telling him.

On September 1, 1939, Germany crossed into Poland and commenced a conflict that would draw most of the world's countries into war. Rozanski saw it as an opportunity to break his family ties and immediately joined the Polish Army. Seventeen days later, the Russians also entered Poland, and two superior, opposing forces with entirely different agendas once again overwhelmed the Polish forces. By the end of the month, armed resistance was no longer an option for the country of Poland.



## NOTEWORTHY ACCOMPLISHMENTS

Though Poland never surrendered to the Germans or the Soviets, its army was forced to flee or risk capture. Rozanski fled to Scotland, where he joined up with his comrades and fought under the British.

## PRIMARY ATTRIBUTES

STRENGTH: **9**

DEXTERITY: **8**

INTELLIGENCE: **3**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **147**

ACTION POINTS: **53**

EVASION: **8**

## SKILLS

SHOOTING: **35**

MELEE: **30**

THROWING: **29**

SHOTS: **20**

BURST: **33**

HIDE: **24**

SPOT: **14**

ENGINEERING: **15**

MEDICINE: **15**

INTERRUPT: **30**

## STARTING INVENTORY

**PPS 42 Submachine Gun**

**PPShm/PPS SMG Magazines (x2)**

**F-1 Fragmentation Grenade (x2)**

## LEYTENANT (LT.) TARAS PETRENKO

NATIONALITY: **USSR**

PROFESSION: **Grenadier**

DATE OF BIRTH: **August 1, 1901**

HEIGHT: **5'10"**

WEIGHT: **170 lbs**

MARITAL STATUS: **Married w/ one child**



## DEPLOYMENT

You would be hard pressed to find a soldier who has been to as many wars and developed as much experience as Leytenant Taras Petrenko. This war, "The Great Patriotic War," is his fourth conflict in a military career spanning close to 20 years. As a grenadier with many years on the front lines of battle, Taras has been exposed to the skills of other professions and has managed to pick up a trick or two.

## PERSONAL HISTORY

Petrenko was born in Kiev, the original capital of Russia (approximately 900 years ago). He was the middle child of three and the only one to survive past the age of eight. When Taras was 15, his father, Pavlo, returned from the Great War, a hero in a conflict ended by the Bolshevik Revolution. The Revolution was fueled by the high death toll the war had extracted from the Russian people, as well as the failed Kerenski Offensive in mid-1917. The respect and gratitude his father received from family, friends, and neighbors played a large role in his teenage son's future.

Toward the end of 1918, Taras joined the Red Guard and helped defeat the White Army. In 1922, he joined the Red Army as a noncommissioned officer. In 1925, he married, and three years later he had a daughter. In early 1937, he was sent as an "adviser" to the Spanish Civil War, where he fought alongside the Republican forces. At the end of 1939, he saw action in Finland. His exploits in the "Winter War" earned him a six-month leave, which he spent with his wife and son before shipping off to the front.

## NOTEWORTHY ACCOMPLISHMENTS

None

## PRIMARY ATTRIBUTES

STRENGTH: **8**

DEXTERITY: **6**

INTELLIGENCE: **6**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **137**

ACTION POINTS: **49**

EVASION: **7**

## SKILLS

SHOOTING: **33**

MELEE: **25**

THROWING: **29**

SNIPE: **19**

BURST: **25**

HIDE: **18**

SPOT: **20**

ENGINEERING: **21**

MEDICINE: **19**

INTERRUPT: **28**

**MLADSHIY LEYTENANT  
(2ND LT.) ZINAIDA  
SEDOVA**

NATIONALITY: **USSR**

PROFESSION: **Sniper**

DATE OF BIRTH: **January 3, 1922**

HEIGHT: **5'5"**

WEIGHT: **138 lbs**

MARITAL STATUS: **Dating**

## DEPLOYMENT

Unlike many of the other combatants who found themselves at war, Mladshiy Leytenant Zinaida Sedova wanted a career in the military. She joined up at a young age, and then the war found her. Like most snipers, Zinaida is adept in the one-shot kill. However, not all snipers are as efficient as she is at selecting their targets. Sedova is the infantry's best friend. Easily adapting her target priority, she quickly accounts for the most intense fire and removes the danger to the troops she is charged to protect.



## PERSONAL HISTORY

Sedova was born about 30 miles outside of Omsk in Western Siberia. It is a place of well-defined seasons. The January frost can feel like the Arctic, and July ushers in tropic-like temperatures. She was the only child to parents who counted upon the land to survive. Her father was a hunter and fur trapper. Her mother worked a rather large garden on the property and ran a household without convenience.

Zinaida joined her father hunting as a child. One of the first lessons she learned was not to miss. Siberia was unforgiving on an empty stomach, and her father would bop her upside the head if she ruined the animal's pelt. His teachings were clear; the bullet should pass in one ear and out the other. He taught her well. Zinaida proudly joined the Red Army in the middle of 1939. In December, after completing her training, she was sent to Finland and faced great resistance in the "Winter War."

## NOTEWORTHY ACCOMPLISHMENTS

Many stories have been told at Red Army High Command about the Siberian sniper, who shoots the enemy through the ears rather than between them.

## PRIMARY ATTRIBUTES

STRENGTH: **5**

DEXTERITY: **10**

INTELLIGENCE: **5**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **104**

ACTION POINTS: **57**

EVASION: **7**

## SKILLS

SHOOTING: **37**

MELEE: **26**

THROWING: **23**

SHOTS: **32**

BURST: **20**

HIDE: **30**

SPOT: **22**

ENGINEERING: **20**

MEDICINE: **21**

INTERRUPT: **30**

## STARTING INVENTORY

**Mosin 1891-1930 Scoped Rifle**

**5 x Mosin Rifle Clips (x5)**

**F-1 Fragmentation Grenade**

**Adhesive Surgical Plaster**

**Haemostatic Powder**

**STARSHIY LEYTENANT  
(SR. LT.) OLEG KLIMOV**NATIONALITY: **USSR**PROFESSION: **Engineer**DATE OF BIRTH: **May 1, 1921**HEIGHT: **5'8"**WEIGHT: **163 lbs**MARITAL STATUS: **Single****DEPLOYMENT**

Despite the fact that Starshiy Leytenant Oleg Klimov was forcibly recruited into this war, he has been determined from the onset to make the best of a bad situation. He has proven himself to be a reliable support specialist, especially in the fields of engineering and medical treatment, and his caution and careful observation of his surroundings has kept him and many others alive.

**PERSONAL HISTORY**

Oleg Klimov was born at the tail end of the revolution in the heart of Moscow, literally within two minutes walking distance of the 144-year-old Bolshoi Theater and clearly within its view. His parents, Vasily and Ekaterina, met and worked at a local chocolate factory. Oleg was their only child. Their dream was for him to have a much better life than they had in a country that seemed to find war wherever it turned, be it with neighboring nations or within. They were elated when he enrolled in Lomonosov Moscow State University, the oldest university in Russia.

In September 1941, Klimov was pulled from school, along with the rest of his classmates, and invited to join the Red Army. The Motherland was calling, and everyone was expected to heed her cry. There was little room for discussion. Soviet losses had already passed the four million mark, and the Germans were making their way to the capital. The only consolation was that the students were promised officer ranks and the perks that went with them. Later, they would find out that meant an extra pack of smokes and an additional teabag.

**NOTEWORTHY ACCOMPLISHMENTS**

Oleg Klimov's first assignment was to defend the city where he was born. He and others did so valiantly, and the tide of war began to turn in the Soviet's favor for the first time since the Germans launched Operation Barbarossa.

**PRIMARY ATTRIBUTES**STRENGTH: **6**DEXTERITY: **5**INTELLIGENCE: **9****SECONDARY ATTRIBUTES**VITALITY POINTS: **114**ACTION POINTS: **47**EVASION: **7**



## SKILLS

SHOOTING: **30**  
 MELEE: **19**  
 THROWING: **20**  
 SNIPE: **20**  
 BURST: **20**  
 HIDE: **18**  
 SPOT: **26**  
 ENGINEERING: **30**  
 MEDICINE: **26**  
 INTERRUPT: **28**

## STARTING INVENTORY

PPS 42 Submachine Gun  
 PPSM/PPS SMG Magazines (x2)  
 F-1 Fragmentation Grenades (x2)  
 RG-42 Fragmentation Grenade  
 Mine Probe  
 Picklock  
 Dynamite Charge (x3)

**SO-WI (2ND LT.)**  
**KWON SOOK**

NATIONALITY: **Korea**  
 PROFESSION: **Scout**  
 DATE OF BIRTH: **May 29, 1909**  
 HEIGHT: **5'7"**  
 WEIGHT: **160 lbs**  
 MARITAL STATUS: **Single**



## DEPLOYMENT

So-wi Kwon Sook has no qualms about taking charge, and no matter how grim the situation, he always seems to come up with yet another option and the energy to implement it. Despite his unassuming appearance, he is as dangerous and deadly as they come, most likely because his upbringing exposed him to the kind of atrocities that numb one's conscience.

## PERSONAL HISTORY

Born in Taegu, Korea to peasant rice farmers, Kwon Sook was the second child in a family of three. His birth marked the start of yet another tragic period in Korean history. Since the late 1800s, China, Russia, Germany, France, and Japan all played an influential role in the control of his country. The Portsmouth Treaty of 1905 cleared the way for Japan to annex and colonize Korea in April of 1910. By 1920, his family members were starving tenants on their own farm. Their harvest was sent to Japan.

In the late 1930s, Japan went to war with China. Young Korean males, like Kwon's older brother, were drafted into the Imperial Army. Young females, like his sister, were forced to serve as "comfort women." Kwon managed to flee to Manchuria and join what was left of the Independence movement. He moved up the ladder rapidly and was sent to the USA in 1941 to procure aid for their cause.

While Sook was in the USA trying to enlist political support and weapons, the Japanese attacked Pearl Harbor. A week later it was the United States that enlisted him in their war. Kwon Sook jokingly brags that his mission was such a success that he returned with the entire USA war machine.

## NOTEWORTHY ACCOMPLISHMENTS

Originally an intelligence officer, Kwon Sook saw extensive service in the Pacific Theater, where he proved to be even more beneficial as a scout.

## PRIMARY ATTRIBUTES

STRENGTH: **6**  
DEXTERITY: **10**  
INTELLIGENCE: **4**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **115**  
ACTION POINTS: **57**  
EVASION: **8**

## SKILLS

SHOOTING: **35**  
MELEE: **33**  
THROWING: **27**  
SNIPE: **24**  
BURST: **25**  
HIDE: **32**  
SPOT: **18**  
ENGINEERING: **18**  
MEDICINE: **19**  
INTERRUPT: **30**

## STARTING INVENTORY

**Nagant 1910 Pistol**  
**Nagant 1896 Cartridges (x2)**  
**Haemostatic Powder (x2)**  
**Shuriken (x3)**  
**Throwing Knives (x2)**  
**Billy Club**  
**Smatchet Large Combat Knife**

## LT. KATERI "KATE" MARTIN

NATIONALITY: **Canada**  
PROFESSION: **Scout**  
DATE OF BIRTH: **April 10, 1923**  
HEIGHT: **5'9"**  
WEIGHT: **161 lbs**  
MARITAL STATUS: **Married w/ one child**

## DEPLOYMENT

When Lieutenant Kateri Martin joined up, she planned on being a nurse and a comforter to the wounded. Unfortunately, she had absolutely no aptitude for nursing or any other field involving higher learning. However, she proved deadly in close-quartered combat. She has the family trait of excellent vision and observation and is so dedicated and determined that she never seems to run out of steam.

## PERSONAL HISTORY

Kateri Martin was born on the Khanawake reserve in Quebec, Canada. She was the last child in a family of eight and the only girl. All the males in her family, including her father, returned home from work every other weekend. Like many Mohawk Indians, they were ironworkers who specialized in working at extreme heights. They had built the high-rises of New York and the expansive structures that crossed the St. Lawrence Seaway bridging the United States and Canada.



Her grandfather, "Eagle Eye," was a tribal elder and naturalist who had a positive influence on Kateri's life, teaching her the ancient ways—the ways of the Indian scout. Her father, "Son of Eagle Eye," was a proud veteran of the Great War and had been awarded numerous medals. He instilled in her a sense of duty and honor. Following in his footsteps, she joined the Canadian Third Division in the middle of 1940.

## NOTEWORTHY ACCOMPLISHMENTS

As a native North American, Kateri Martin could have enlisted in either the Canadian or American military. But in 1940, the Japanese had yet to make the mistake of bombing Pearl Harbor, so the Americans were still neutral.

## PRIMARY ATTRIBUTES

STRENGTH: **8**  
DEXTERITY: **9**  
INTELLIGENCE: **3**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **135**  
ACTION POINTS: **55**  
EVASION: **8**

## SKILLS

SHOOTING: **14**  
MELEE: **33**  
THROWING: **30**  
SNIPE: **21**  
BURST: **28**  
HIDE: **30**  
SPOT: **16**  
ENGINEERING: **15**  
MEDICINE: **16**  
INTERRUPT: **30**

## STARTING INVENTORY

**Mauser K96 1912 Pistol**  
**Mauser 1912 Pistol Clips (x3)**  
**36M MKI Fragmentation Grenades (x2)**  
**Throwing Knives (x4)**  
**Ka-Bar Knife**

**CORP. BRUCE "OZ"**  
**BAXTER**

NATIONALITY: **Australia**  
PROFESSION: **Soldier**  
DATE OF BIRTH: **September 7, 1920**  
HEIGHT: **5'11"**  
WEIGHT: **193 lbs**  
MARITAL STATUS: **Single**



## DEPLOYMENT

Corporal Bruce Baxter is as healthy as an ox and rarely seems to tire. He is a laid-back professional who came up a little short on intellect, but through practice and determination, he managed to hone his combat skills until they were a cut above the rest. His baptism by fire on the Island of Crete proved beyond any doubt that Baxter was capable of surviving the worst of circumstances.

## PERSONAL HISTORY

Born in Perth, Australia, Bruce was the middle child in a family of five boys. His father, Stenley, worked as a journeyman miner and was barely home. His mother, Sheila, raised the boys pretty much single-handedly until Bruce was 12. Then, the family moved to Kalgoorlie to be closer to their father. Soon after, Bruce dropped out of school and began working on the fringe of the western

outback, first at a remote sheep station and later manning an outpost as a reservist in the military.

In 1940, he joined the Australian Imperial Forces and was assigned to the West Australian 11th Battalion. Six months later, he was shipped off to Retimo, Crete, as part of the 2nd Division. In April 1941, the Germans and Italians took Greece in three weeks. In May, their full attention turned to Crete and control of the Eastern Mediterranean. When the German paratroopers from XI Air corps rained down on the island, there was no way to stop them. The Allies evacuated, but there was no room for the 2nd Division and they were left behind. On May 30, the commander gave the order to escape or surrender.

## NOTEWORTHY ACCOMPLISHMENTS

Bruce Baxter opted to escape. Cut off from his unit, he survived for five months, hiding in the wild and living off the generosity and sympathy of the locals. Eventually, he was smuggled off the island and returned to the war front.

## PRIMARY ATTRIBUTES

STRENGTH: **10**

DEXTERITY: **8**

INTELLIGENCE: **2**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **157**

ACTION POINTS: **53**

EVASION: **8**

## SKILLS

SHOOTING: **35**

MELEE: **31**

THROWING: **31**

SNIPER: **19**

BURST: **35**

HIDE: **24**

SPOT: **12**

ENGINEERING: **13**

MEDICINE: **13**

INTERRUPT: **30**



## STARTING INVENTORY

**Sten MK II Submachine Gun**

**Sten SMG Magazines (x3)**

**36M MKI Fragmentation Grenades (x2)**

**Adhesive Surgical Plaster**

## LT. ABALA DAWAR

NATIONALITY: **India**

PROFESSION: **Medic**

DATE OF BIRTH: **October 3, 1916**

HEIGHT: **6'1"**

WEIGHT: **158 lbs**

MARITAL STATUS: **Married**



## DEPLOYMENT

From his humble beginnings to his current achievements, Lieutenant Abala Dawar has always exercised a determined judgment, intellect, and the instinct to survive. As an army-trained doctor, Dawar is extremely familiar with battle wounds. He is also an excellent sniper who has, on more than one occasion, personally taken out any threats that prevented him from getting to the wounded.

## PERSONAL HISTORY

Abala Dawar was born in the slums of Bangalore, in a region of India that was called Belgaum at the time. His parents were street venders, and he and his three siblings took up the trade of selling pottery as soon as they were old enough. Abala, being the oldest, learned responsibility at a young age since he was expected to watch over the others. By chance, Dawar befriended a British Colonel and began running errands for him. Over time, the Colonel recognized the boy's trustworthiness and felt he had the potential for a better future. He then set about arranging it.

Despite being underage, Dawar received basic schooling with the British Indian Army regular recruits. Due to his exceptional aptitude for learning, upon completion he was assigned to the medical corps for extensive training and specialized schooling. Four years later, he was assigned to the Mahratta Light Infantry, an all-Hindu unit. From 1940 on, he has proudly fought for the British Empire.

## NOTEWORTHY ACCOMPLISHMENTS

On numerous occasions, Lt. Abala Dawar was temporarily reassigned to various units that were conducting Special Operations. The exact nature of these activities remains confidential.

## PRIMARY ATTRIBUTES

STRENGTH: **4**

DEXTERITY: **7**

INTELLIGENCE: **9**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **94**

ACTION POINTS: **51**

EVASION: **7**

## SKILLS

SHOOTING: **32**

MELEE: **23**

THROWING: **18**

SNIPE: **26**

BURST: **16**

HIDE: **22**

SPOT: **26**

ENGINEERING: **26**

MEDICINE: **32**

INTERRUPT: **29**

## STARTING INVENTORY

**TT 1933 Pistol**

**TT Pistol Clips (x3)**

**36M MKI Fragmentation Grenade**

**Throwing Knives (x5)**

**Billy Club**

**PORUCNIK (1ST LT.)  
MATKO "MATT" HRIBAR**

NATIONALITY: **Yugoslavia**

PROFESSION: **Scout**

DATE OF BIRTH: **January 28, 1918**

HEIGHT: **5'9"**

WEIGHT: **172 lbs**

MARITAL STATUS: **Single**



## DEPLOYMENT

Porucnik Matko Hribar is an officer with a strong sense of duty and honor. He is a quiet, patient man with a moral compass that never wavers. The year he spent with the Yugoslavian resistance sharply improved his scouting abilities. His childhood on a farm in the backwoods made him handy with a knife and a firearm, while breaking horses gave him the resolve to go the distance.

## PERSONAL HISTORY

Matko Hribar was born on the outskirts of Sisak, in the very year the Croats, Serbs, and Slovenes unified to form a kingdom that in 1929 became known as Yugoslavia. His parents owned a small horse-breeding farm and had seven other children. Matko joined the Yugoslavian Army roughly six months before the German invasion. It was a hard decision. As a Croatian, he knew he would face hardship from his Serbian commanders, but he also sensed war in the wind and instinctively knew that if Yugoslavia fell, his dreams of a united country would fall with it.



Twelve days after the invasion began, Yugoslavia surrendered to the Germans on April 17, 1940, and most of its armed forces were sent to POW camps. However, Matko Hribar and over a quarter million other soldiers went underground and formed a resistance force under the command of Serb, Josef Bros Tito. A year later, Hribar felt his services would be of better use elsewhere and headed to England, where he joined the British forces. He wanted to face his enemies on a battlefield and believed the British offered the best opportunity for a united Yugoslavia.

## NOTEWORTHY ACCOMPLISHMENTS

As a member of the underground, Matko was involved in nightly patrols looking for smugglers and isolated Axis soldiers. When found, they were eliminated silently, and their bodies were buried in the occupied plots of a local cemetery to avoid detection.

## PRIMARY ATTRIBUTES

STRENGTH: **7**

DEXTERITY: **9**

INTELLIGENCE: **4**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **125**

ACTION POINTS: **55**

EVASION: **8**

## SKILLS

SHOOTING: **34**

MELEE: **32**

THROWING: **28**

SNIPE: **22**

BURST: **26**

HIDE: **30**

SPOT: **18**

ENGINEERING: **17**

MEDICINE: **18**

INTERRUPT: **30**

## STARTING INVENTORY

**TT 1933 Pistol**

**TT Pistol Clips (x3)**

**36M MKI Fragmentation Grenade**

**Throwing Knives (x5)**

**Billy Club**



## ALLIED ATTRIBUTE AND SKILLS COMPARISONS

### ALLIED ATTRIBUTE COMPARISONS

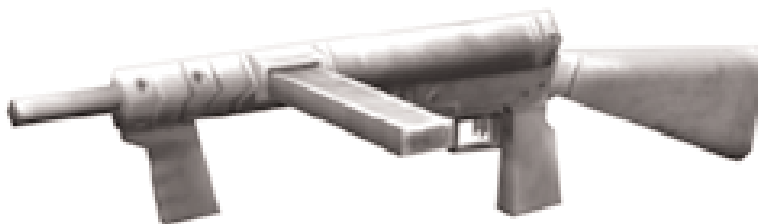
Name	Strength	Dexterity	Intelligence	Vitality Points	Action Points	Evasion
2nd Lt. Duncan "Rowdy" MacDougall	8	4	8	137	45	7
Alferez (2nd Lt.) Ramos Ortiz	7	10	3	127	57	8
Corp. Bruce "Oz" Baxter	10	8	2	157	53	8
Leytenant (Lt.) Taras Petrenko	8	6	6	137	49	7
Lieutenant Robert "Bob" Rousseau	9	4	7	147	45	7
Loytnant (Lt.) Arvid Pettersen	4	9	7	94	55	7
Lt. Abala Dawar	4	7	9	94	51	7
Lt. Doris "L.A." Decker	5	6	9	104	49	7
Lt. Douglas Ricketts	5	5	10	104	47	7
Lt. Erin "Elf" Farrell	6	9	5	115	55	8
Lt. Garnet "Gator" Ferguson	9	7	4	147	51	8
Lt. James "Viper" Austin	5	9	6	104	55	7
Lt. Kateri "Kate" Martin	8	9	3	135	55	8
Mladshiy Leytenant (2nd Lt.) Zinaida Sedova	5	10	5	104	57	7
Porucnik (1st Lt.) Matko "Matt" Hribar	7	9	4	125	55	8
Porucznik (Lt.) Jerzey Rozanski	9	8	3	147	53	8
Sgt. Samuel "Nessie" Nelson	10	7	3	157	51	7
Sous-lieutenant (2nd Lt.) Yves St. Pierre	4	6	10	94	49	7
So-wi (2nd Lt.) Kwon Sook	6	10	4	115	57	8
Starshiy Leytenant (Sr. Lt.) Oleg Klimov	6	5	9	114	47	7





## ALLIED SKILL COMPARISONS

Name	Shooting	Melee	Throwing	Snipe	Burst	Hide	Spot	Engineering	Medicine	Interrupt
2nd Lt. Duncan "Rowdy" MacDougall	31	21	27	17	23	14	24	23	21	28
Alferez (2nd Lt.) Ramos Ortiz	37	32	27	24	31	28	14	17	17	30
Corp. Bruce "Oz" Baxter	35	31	31	19	35	24	12	13	13	30
Leytenant (Lt.) Taras Petrenko	33	25	29	19	25	18	20	21	19	28
Lieutenant Robert "Bob" Rousseau	31	22	29	16	25	14	22	21	19	28
Loytnant (Lt.) Arvid Pettersen	36	23	20	32	17	28	26	23	24	30
Lt. Abala Dawar	32	23	18	26	16	22	26	26	32	29
Lt. Doris "L.A." Decker	31	20	19	22	19	20	26	31	27	28
Lt. Douglas Ricketts	30	18	18	21	18	18	28	32	28	28
Lt. Erin "Elf" Farrell	34	31	26	23	24	30	20	19	20	30
Lt. Garnet "Gator" Ferguson	34	28	28	19	32	22	16	16	16	30
Lt. James "Viper" Austin	36	24	22	31	19	28	24	21	22	30
Lt. Kateri "Kate" Martin	14	33	30	21	28	30	16	15	16	30
Mladshiy Leytenant (2nd Lt.) Zinaida Sedova	37	26	23	32	20	30	22	20	21	30
Porucnik (1st Lt.) Matko "Matt" Hribar	34	32	28	22	26	30	18	17	18	30
Porucznik (Lt.) Jerzey Rozanski	35	30	29	20	33	24	14	15	15	30
Sgt. Samuel "Nessie" Nelson	34	29	34	18	30	20	14	16	14	28
Sous-lieutenant (2nd Lt.) Yves St. Pierre	31	21	17	25	15	20	28	27	33	29
So-wi (2nd Lt.) Kwon Sook	35	33	27	24	25	32	18	18	19	30
Starshiy Leytenant (Sr. Lt.) Oleg Klimov	30	19	20	20	20	18	26	30	26	28



# AXIS RECRUITS

## SHOI (2ND LT.) TOKI OKINO

NATIONALITY: **Japan**

PROFESSION: **Scout**

DATE OF BIRTH: **March 19, 1920**

HEIGHT: **4' 11"**

WEIGHT: **132 lbs**

MARITAL STATUS: **Married w/ one child**



## DEPLOYMENT

Though Shoi Toki Okino is a scout rather than a sniper by profession, he is comfortable in both roles. Quiet and instinctive, rather than calculating, he is a master of hand-to-hand combat. And despite his diminutive size, he is as persistent and determined as they come, always seeming to find just a little bit more energy in reserve.

## PERSONAL HISTORY

Born in Akita, a city and prefecture in the Tohoku region of northern Japan, Toki Okino left school the moment his compulsory education was completed. Immediately, he signed up as a deckhand in a local fishing fleet, and amazingly within 18 months, he was a fully qualified trawler captain with his own boat and crew.

Though lacking in an extended formal education, Skipper Okino has sea-sense and the resourcefulness of an experienced survivalist. He spends the fishing off-season as a trapper and guide in some of the most remote areas of the island. Locally, he is known as an expert guide, taking only top-paying, foreign clients into the bush. On his twentieth birthday, he joined the Imperial Japanese Army, eager to serve his country, family, and Emperor with honor.

## NOTEWORTHY ACCOMPLISHMENTS

As a second mate, he once followed a dragline all the way to the sea bottom to untangle a deckhand who had been pulled overboard. He followed the line back up, dragging the unconscious fisherman with him and saving his life. It was due to this act of bravery and courage, and his lineage to the Samurai Satake, that Toki was trained as an officer.

## ATTRIBUTES

STRENGTH: **6**

DEXTERITY: **10**

INTELLIGENCE: **4**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **115**

ACTION POINTS: **57**

EVASION: **8**

## SKILLS

SHOOTING: **35**

MELEE: **33**

THROWING: **27**

SNIPE: **24**

BURST: **25**

HIDE: **32**

SPOT: **18**

ENGINEERING: **18**

MEDICINE: **19**

INTERRUPT: **30**

## STARTING INVENTORY

**Nagant 1910**

**Nagant 1896 Cartridges (x2)**

**SRCM mod .35**

**SSA Dagger**

**Black Jack Club**

**Throwing Knife (x2)**

**Shuriken (x3)**

## OBERLEUTNANT (SR. LT.) AXEL BIEBER

NATIONALITY: **Germany**

PROFESSION: **Engineer**

DATE OF BIRTH: **March 5, 1916**

HEIGHT: **5' 4"**

WEIGHT: **147 lbs**

MARITAL STATUS: **Single**



## DEPLOYMENT

Oberleutnant Axel Bieber has moved up the ranks extremely quickly using a natural-born talent the Germans refer to as "Scheimschieber." He is incredibly intelligent, possessing a high competency in the fields of engineering and medicine. He also has an acute sense of observation. However, even these strengths are surpassed by his loyalty and eagerness to put them into practice.

## PERSONAL HISTORY

Born in Hamburg a year after the "war to end all wars" began, Axel Bieber never had the privilege of meeting his father, a zeppelin pilot. Kapitan Holger Bieber's L-24 airship was shot down by British "Brock" ammunition over the Atlantic in 1917. There were no survivors. In 1933, Axel enrolled in the University of Hamburg, and his mother, Gretchen (Vogel) Bieber, moved to Berlin to live with her sister.

Axel Bieber first tasted the respect of the military when he joined a patriotic youth organization. Years later, he enjoyed the authority associated with delivering inscription notices to households within his community. In 1939, he decided to enlist himself, willingly offering his expertise as an engineer to the Third Reich.

Perhaps his need for superiority stems from his size—or lack of it. Either way, he is a determined German warrior out to avenge the humiliation of his homeland.

## NOTEWORTHY ACCOMPLISHMENTS

Axel graduated in 1937 from the University of Hamburg's School of Engineering. He went out on a blind date with Eva Braun in 1932 and claims to have had a really good time.

## ATTRIBUTES

STRENGTH: **5**  
DEXTERITY: **5**  
INTELLIGENCE: **10**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **104**  
ACTION POINTS: **47**  
EVASION: **7**

## SKILLS

SHOOTING: **30**  
MELEE: **18**  
THROWING: **18**  
SNIPE: **21**  
BURST: **18**  
HIDE: **18**  
SPOT: **28**  
ENGINEERING: **32**  
MEDICINE: **28**  
INTERRUPT: **28**

## STARTING INVENTORY

**MP 38**  
**MP40 SMG Magazine (x3)**  
**M-24**  
**Breda**  
**Smiz-35 (x2)**  
**Mine Probe**  
**Picklock (x2)**  
**Dynamite Charge (x2)**

## LEUTNANT (LT.) KLAUS SCHMIDT

NATIONALITY: **Germany**  
PROFESSION: **Sniper**  
DATE OF BIRTH: **December 25, 1911**  
HEIGHT: **5' 8"**  
WEIGHT: **163 lbs**  
MARITAL STATUS: **Widower**





## DEPLOYMENT

It would be hard to find anyone who derives more pleasure from the wasteland of war than Leutnant Klaus Schmidt, a bloodthirsty sniper capable of eliminating the enemy at long range and almost as efficient in close-quarter combat. Though impatient with members of his own squad, he'll take every second required to stalk and surprise his foe.

## PERSONAL HISTORY

Born in the Essen, Germany near the Ruhr River, Schmidt spent his formative years during the Great War as a witness to the perils of life in the German military-industrial heartland. In 1916, his mother, Berta (Adler) Schmidt, died as a result of an accident at the munitions plant where she worked. His father, Eckert, survived the war only to drink himself to death a decade later.

Herr Schmidt drifted through successive jobs and rooming houses, amassing a lengthy criminal file for violent crimes. His wife, Monika (Hertz) Schmidt died under suspicious circumstances in 1936.

Klaus claims to have lost his left eye to shrapnel, though no records of him ever being treated for such an injury exist. Instead, it is generally believed that he removed his own eye to self-correct a tendency to go cross-eyed while aiming.

## NOTEWORTHY ACCOMPLISHMENTS

He was institutionalized twice before the war. In 1930, he escaped solitary confinement. In 1941, he walked out the front door of the hospital when a complacent Heer doctor, desperate for bloodthirsty recruits, discharged him as fit for service.

## ATTRIBUTES

STRENGTH: **5**  
DEXTERITY: **9**  
INTELLIGENCE: **6**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **104**  
ACTION POINTS: **55**  
EVASION: **7**

## SKILLS

SHOOTING: **36**  
MELEE: **24**  
THROWING: **22**  
SNIPE: **31**  
BURST: **19**  
HIDE: **28**  
SPOT: **24**  
ENGINEERING: **21**  
MEDICINE: **22**  
INTERRUPT: **30**

## STARTING INVENTORY

Rifle 33-40 Scoped  
Mauser Rifle Clip (x5)  
Breda  
Adhesive Surgical Plaster  
Haemostatic Powder

**HADNAGY (LT.) GARI KOVACS**

NATIONALITY: **Hungary**  
PROFESSION: **Medic**  
DATE OF BIRTH: **June 24, 1913**  
HEIGHT: **5'9"**  
WEIGHT: **146 lbs**  
MARITAL STATUS: **Married w/ two children**



## DEPLOYMENT

It's ironic that Hadnagy Gari Kovacs finds himself serving as a medic. He dropped out of medical school a year before graduation due to a dislike of blood and trauma. He changed his field of study to engineering, where he excelled without compromise. As a result, he is an extremely intelligent soldier, competent in two highly specialized skills and prepared to perform both of them in the heat of battle.

## PERSONAL HISTORY

Gari Kovacs was born in the Hungarian city of Kaposvar. His parents, Danos and Degi Kovacs, were laborers who toiled long hours to send their child to a university. Danos worked as a street cleaner while Degi was employed as a seamstress. Their other child, Gari's older brother Sando, fell into trouble with the law at a young age and never seemed to get out of it.

The Kovacs were heartbroken when Gari dropped out of the Medical University of Debrecen. He married Jelena Nagy, a fellow medical student who remained in school to finish her degree and become a doctor. Gari Kovacs later enrolled in and graduated from Budapest University of Technology and Economics with an engineering degree. In late 1941, he joined the Hungarian Army as an officer, and the Kovacs were heartbroken again.

## NOTEWORTHY ACCOMPLISHMENTS

Two tours of duty on the eastern front immersed him fully in the blood and guts he so disliked, and he quickly grew out of his aversion. His survival of the intense battles with the Red Army is a testament to his ever-improving proficiency with a firearm.

## ATTRIBUTES

STRENGTH: **4**

DEXTERITY: **7**

INTELLIGENCE: **9**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **94**

ACTION POINTS: **51**

EVASION: **7**

## SKILLS

SHOOTING: **32**

MELEE: **23**

THROWING: **18**

SHOTGUN: **26**

BURST: **16**

HIDE: **22**

SPOT: **26**

ENGINEERING: **26**

MEDICINE: **32**

INTERRUPT: **29**

## STARTING INVENTORY

Rifle 33-40

Mauser Rifle Clip (x4)

Adhesive Surgical Plaster (x3)

Haemostatic Forceps

Haemostatic Powder (x2)

## PRIMO TENENTE (SR. LT.) ROCCO MIGLIACCIO

NATIONALITY: **Italy**

PROFESSION: **Grenadier**

DATE OF BIRTH: **February 16, 1917**

HEIGHT: **5' 11"**

WEIGHT: **200 lbs**

MARITAL STATUS: **Single**



## DEPLOYMENT

Primo Tenente Rocco Migliaccio is a soldier of brute strength without any extreme weaknesses in combat expertise. Though not exceptional in any one particular field, Rocco has a sound basic knowledge in all disciplines, making him an invaluable asset in a pinch. He is a Giovanni of all trades, yet an "il padrone" of none. He is in perfect health and maintains an impressive exercise regimen.

## PERSONAL HISTORY

Migliaccio was born on the outskirts of Naples, Italy. The son of a sheep farmer, he managed to stay in school until he was 12, far longer than his village peers. Rocco had planned to further his studies but was forced to return to the duties of the family farm. He also spent many early autumns with his uncle, Benito, far off in the Italian Alps working the vineyards of Barolo in the Piedmont region.

He joined the Regio Esercito (Army) in 1938 and was assigned to the Parachutist Division Nembo shortly thereafter. He spent 18 months in Sardinia, protecting it from a possible Allied invasion. Primo Tenente Migliaccio moved up the military ranks quickly due to attrition, his straightforward manner, and an ability to tackle whatever task needed to be done.

## NOTEWORTHY ACCOMPLISHMENTS

In 1941, Rocco was part of the Italian invasion of Greece. It was a mistake and barely lasted a week. While there, he disabled a tank by lobbing a grenade into its open hatch from a distance of somewhere between 25 to 250 meters, depending upon who's recounting the feat.

## ATTRIBUTES

STRENGTH: **9**

DEXTERITY: **5**

INTELLIGENCE: **6**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **147**

ACTION POINTS: **47**

EVASION: **7**

## SKILLS

SHOOTING: **32**

MELEE: **24**

THROWING: **30**

SNIPER: **17**

BURST: **26**

HIDE: **16**

SPOT: **20**

ENGINEERING: **20**

MEDICINE: **18**

INTERRUPT: **28**

## STARTING INVENTORY

**MP 40**

**MP40 SMG Magazine (x2)**

**M-24 (x4)**

**Breda (x3)**

**OBERFAEHNRIICH  
(ENSIGN) FRITZ  
WAGNER**

NATIONALITY: **Germany**

PROFESSION: **Soldier**

DATE OF BIRTH: **September 2, 1919**

HEIGHT: **6' 11"**

WEIGHT: **190 lbs**

MARITAL STATUS: **Engaged**

## DEPLOYMENT

Oberfaehnrich Wagner is a strong soldier of limited education but great conscience. Though lacking in the more specialized needs of the battlefield—engineering, medical, and observation—his well-rounded infantry skills are second to none. Fritz may be unsure of why he is fighting, but he is prepared to fight to the death nonetheless. He is a man hoping to find himself in the courage of battle.

## PERSONAL HISTORY

Fritz Wagner was born out of wedlock in Philadelphia, USA. His mother, the German-born Emma Wagner, was a 16-year-old domestic worker. His father was an unknown American soldier returning from the Great War.

When Fritz was 13, his mother wished to marry a well-respected banker whose family insisted that her illegitimate son "be best placed elsewhere." In June 1933, the teenage boy was sent overseas to live and work on his grandparents' farm in Oberkalbach, Germany. In 1939, he reluctantly joined the German Heer at the urging of his grandfather, with whom he had become extremely close.

## NOTEWORTHY ACCOMPLISHMENTS

None

## ATTRIBUTES

STRENGTH: **8**

DEXTERITY: **8**

INTELLIGENCE: **4**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **137**

ACTION POINTS: **53**

EVASION: **8**



## SKILLS

SHOOTING: **35**  
 MELEE: **29**  
 THROWING: **27**  
 SNIPE: **21**  
 BURST: **31**  
 HIDE: **24**  
 SPOT: **16**  
 ENGINEERING: **17**  
 MEDICINE: **17**  
 INTERRUPT: **30**

## STARTING INVENTORY

**MP 40-II**  
**MP40 SMG Magazine (x4)**  
**O-23**  
**Breda**

## LEUTNANT (LT.) GUNNAR ZUMWALD

NATIONALITY: **Germany**  
 PROFESSION: **Scout**  
 DATE OF BIRTH: **January 9, 1917**  
 HEIGHT: **5' 11"**  
 WEIGHT: **178 lbs**  
 MARITAL STATUS: **Single**

## DEPLOYMENT

He's an officer who has worked his way up the ranks the hard way—by proving himself time after time on the battlefield. Though unqualified in the more intellectual and specialized skills, there are very few men in the military as capable in a firefight as Lt. Gunnar Zumwald. His competency in combat has made Zumwald's rapid promotion inevitable. It has also earned him the respect of his peers.



## PERSONAL HISTORY

Born in Hanover, Germany, he is the ninth child in a family of eleven children. His parents, Karol and Sophie Zumwald, were destitute. They lived in an abandoned building near the city center. It was just one of many abandoned structures in the area, and they were just one of many families fighting for survival. Gunnar grew up quickly, learning how to work the streets from his older brothers.

At 13, he was still committing petty crimes but had seen his brothers move on to more lucrative criminal activity. He also watched as they were arrested and visited them while they served their time. Gunnar Zumwald knew two types of people: those who wore uniforms and those they arrested. In 1933, he lied about his age and joined the uniform-wearing German military.

## NOTEWORTHY ACCOMPLISHMENTS

Leutnant Gunnar Zumwald was captured by the British on April 15, 1940 during their counterattack on Norway. He was shipped overseas to a POW camp in Ontario, Canada. His daring escape and subsequent crossing of the Atlantic Ocean have made him a legend.

## ATTRIBUTES

STRENGTH: **7**  
DEXTERITY: **9**  
INTELLIGENCE: **4**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **125**  
ACTION POINTS: **55**  
EVASION: **8**

## SKILLS

SHOOTING: **34**  
MELEE: **32**  
THROWING: **28**  
SNIPE: **22**  
BURST: **26**  
HIDE: **30**  
SPOT: **18**  
ENGINEERING: **17**  
MEDICINE: **18**  
INTERRUPT: **30**

## STARTING INVENTORY

**Mauser K96 1912**  
**Mauser 1912 Pistol Clip (x2)**  
**Black Jack Club**  
**Finnish Knife**  
**Throwing Knife (x4)**

## OBERLEUTNANT (SR. LT.) DANI KUNSTLER

NATIONALITY: **Germany**  
PROFESSION: **Medic**  
DATE OF BIRTH: **September 12, 1918**  
HEIGHT: **5' 9"**  
WEIGHT: **130 lbs**  
MARITAL STATUS: **Single**



## DEPLOYMENT

Highly intelligent with a keen sense of observation, Oberleutnant Dani Kunstler joined the military after graduating from Humboldt Universitat zu Berlin school of medicine. She was assigned as a medical officer to an elite paratrooper division that was formed to locate and extradite pilots shot down behind enemy lines. Her efforts are well known by the Luftwaffe high command, which credited her unit with the return of more than a dozen airmen to service.

## PERSONAL HISTORY

Dani Kunstler was born in Berlin to well-educated and professional parents. Her father, Alf, was a respected family physician, and her mother, Froda, was the chief nurse at St. Joseph Hospital in Berlin. Her older brother, Horst, also a doctor, was employed at the same hospital. On the first Sunday afternoon of every month, the family den was turned into a medical clinic for the Kunstler relatives and their impoverished neighbors. Sunday supper was filled with lively family deliberation of diagnosis and appropriate treatment.

In September, 1939, the world of the Kunstler family was turned upside down when Horst was killed during the invasion of Poland. By June, 1940, Dani was wearing the uniform of the German armed forces. By the end of 1941, Alf was treating the wounded in North Africa and Froda was a nurse stationed 25 kilometers from the eastern front. They were family separated by war, yet all realized that remaining together in Berlin would not be any safer.

## NOTEWORTHY ACCOMPLISHMENTS

After only one mission, Dani Kunstler was promoted from Leutnant to Oberleutnant. She was the only member of her squad to return, and she brought a missing pilot with her.

## ATTRIBUTES

STRENGTH: **5**

DEXTERITY: **5**

INTELLIGENCE: **10**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **104**

ACTION POINTS: **47**

EVASION: **7**



## SKILLS

SHOOTING: **30**

MELEE: **20**

THROWING: **18**

SNIPE: **23**

BURST: **16**

HIDE: **18**

SPOT: **28**

ENGINEERING: **26**

MEDICINE: **32**

INTERRUPT: **29**

## STARTING INVENTORY

Rifle 33-40

Mauser Rifle Clip (x3)

Adhesive Surgical Plaster (x3)

Haemostatic Forceps

Haemostatic Powder (x2)

## LEUTNANT (LT.) REINHARD BEYER

NATIONALITY: **Germany**

PROFESSION: **Grenadier**

DATE OF BIRTH: **May 21, 1899**

HEIGHT: **6' 4"**

WEIGHT: **225**

MARITAL STATUS: **Married w/ three children**

## DEPLOYMENT

Lt. Reinhard Beyer's size and strength give him a commanding presence on the battlefield. But it is his wartime experience that places him head and shoulders above the rest. This is Reinhard's second war. He served in the German military during the Great War. As part of the enlisted "Infanterie," he spent more than four years in Belgium entrenched in mud, surviving some of the most famous and bloodiest battles of the Great War.



## PERSONAL HISTORY

Reinhard Beyer was born and raised in the Bavarian countryside between the town of Ansbach and the Colmburg Castle. He went to work for the roads department at the age of 13. Employed as a laborer, he put his strength to use detonating and clearing trees to make way for new roads.

In July 1914, at the age of 15, he falsely claimed to be 18 and joined the army. In August, he found himself in the Battle of Ypres. He would remain there for the second Battle of Ypres in 1915 and the third battle in 1917, otherwise known as the Battle of Passchendale. In between those offensives, he lived in a trench struggling daily to hold his ground and to cope with the rain. Even today, the slightest drizzle brings that horrible period to his mind. However, when the Fatherland called once again, he was first in line.

## NOTEWORTHY ACCOMPLISHMENTS

He was awarded the Ehrenkreuz des Weltkrieges 1914–1918 (Cross of Honor) by Weimer Republic for his front line service. He also received the Iron Cross.

## ATTRIBUTES

STRENGTH: **10**

DEXTERITY: **4**

INTELLIGENCE: **6**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **157**

ACTION POINTS: **45**

EVASION: **7**

## SKILLS

SHOOTING: **31**

MELEE: **23**

THROWING: **31**

SHOTGUN: **15**

BURST: **27**

HIDE: **14**

SPOT: **20**

ENGINEERING: **19**

MEDICINE: **17**

INTERRUPT: **28**

## STARTING INVENTORY

**MP 38**

**MP40 SMG Magazine (x2)**

**M-24 (x4)**

**Breda (x2)**

**Throwing Knife**



# TENIENTE (LT.) FRANCISCO "PACO" ESCUDERO

NATIONALITY: **Spain**

PROFESSION: **Soldier**

DATE OF BIRTH: **December 2, 1919**

HEIGHT: **5' 8"**

WEIGHT: **182 lbs**

MARITAL STATUS: **Single, but in a long-term relationship**



## DEPLOYMENT

Teniente Francisco Escudero has been involved in warfare since 1937, first as an enlisted soldier serving the nationalist forces under General Franco during the Spanish Civil War, and later as a Spanish volunteer serving in the 250 Infanterie Division of the Heer. His jumpstart on the war has served him well. Francisco is extremely experienced in hand-to-hand combat, the use of machine guns, and tossing grenades.

## PERSONAL HISTORY

Born in Seville, Spain, the oldest son of wealthy landowners, Francisco's fate was pretty much determined at birth. With the collapse of General Primo de Rivera's dictatorship, the King's escape to Italy, and the declaration of a Spanish Republic, the country verged into civil war. The property of the Escudero family was threatened by the new government's planned redistribution of wealth, and Paco was expected to defend what had taken generations to acquire.

In the spring of 1939, he returned to his family home a war hero, having successfully defended their heritage. He found Generalissimo Franco's decree of neutrality hard to accept since the Germans and Italians had been so instrumental in their cause. In the middle of 1941, he was given the opportunity to repay them. In July, he was in Bavaria as part of the first group being trained to join the Regimiento Esparza.

## NOTEWORTHY ACCOMPLISHMENTS

During the Spanish Civil War, Teniente Escudero was an integral part of the forward division that captured Madrid on March 28, 1939.

## ATTRIBUTES

STRENGTH: **9**

DEXTERITY: **7**

INTELLIGENCE: **4**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **147**

ACTION POINTS: **51**

EVASION: **8**



## SKILLS

SHOOTING: **34**  
 MELEE: **28**  
 THROWING: **28**  
 SNIPE: **19**  
 BURST: **32**  
 HIDE: **22**  
 SPOT: **16**  
 ENGINEERING: **16**  
 MEDICINE: **16**  
 INTERRUPT: **30**

## STARTING INVENTORY

**MP 40**  
**MP40 SMG Magazine (x4)**  
**M-24**

## TENENTE (LT.) CARMELINA DONATI

NATIONALITY: **Italy**  
 PROFESSION: **Scout**  
 DATE OF BIRTH: **1906**  
 HEIGHT: **5' 6"**  
 WEIGHT: **135 lbs**  
 MARITAL STATUS: **Widow w/ two children**



## DEPLOYMENT

Tenente Carmelina Donati spent her youth guiding Royal Italian troops during the Great War as a de-facto scout long before she was old enough to wear a uniform. Today, she is an expert marksman capable of serving as a sniper in a pinch. Discrete and devious, Carmelina can drop into a foxhole unnoticed, and she's the last person anyone would want to confront in such close confines. Living in the thin air of the Italian Alps has made her an energy efficient warrior, capable of endurance unmatched by most men.

## PERSONAL HISTORY

Born in Bolzano, Italy, the heart of the Alps, Carmelina Donati's family made a living off the proceeds of smuggling people and products through the mountainous terrain that connected to the neighboring countries of France, Switzerland, and Austria-Hungary. It was a dangerous profession, especially in winter and spring when avalanches threatened those unable to read the snow.



At the age of 10, Carmelina was guiding the Royal Italian Armed Forces through the treacherous mountain passes toward the Austria-Hungary border and on to the many battles of Isanzo on the Italian front. She married at the age of sixteen, had two girls by eighteen, and lost her husband to pneumonia at thirty-five. Within a month of his death, she joined the Italian "Regio Esercito."

## NOTEWORTHY ACCOMPLISHMENTS

Carmelina Donati shot and killed her first enemy when she was 11 using the rifle of a dead Italian soldier. She would kill more than a dozen before the war was over, and she had only reached the age of 14.

## ATTRIBUTES

STRENGTH: **6**

DEXTERITY: **9**

INTELLIGENCE: **5**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **115**

ACTION POINTS: **55**

EVASION: **8**

## SKILLS

SHOOTING: **34**

MELEE: **31**

THROWING: **26**

SNIPER: **23**

BURST: **24**

HIDE: **30**

SPOT: **20**

ENGINEERING: **19**

MEDICINE: **20**

INTERRUPT: **30**

## STARTING INVENTORY

Sauer 38X

Sauer 38X Pistol Clip (x3)

Breda

Throwing Knife (x4)

Pukke Knife

**LOCOTENET (SR. LT.)**

**MITICA "MIKE" CASLARU**

NATIONALITY: **Romania**

PROFESSION: **Soldier**

DATE OF BIRTH: **August 4, 1914**

HEIGHT: **6' 0"**

WEIGHT: **230 lbs**

MARITAL STATUS: **Married w/ four children**



## DEPLOYMENT

Before the war, Locotenet Mitica Caslaru was a policeman in Constanza, Romania. When the situation called for it, he was used as a sniper since he was the best marksman on the force. His strength and experience in law enforcement has prepared him for the rigors of war. His ability to use a machine gun with ease and his jovial approach to life hasn't hurt either.

## PERSONAL HISTORY

Born in Zalau, Romania, Mitica Caslaru moved to Bucharest at the age of two where he spent eight years before the family finally settled down in the port town of Constanza. At the age of 18, he joined the city's police force in 1933. At the end of 1940, Mitica was conscripted into military service along with the rest of his force. However, Locotenet Caslaru was fortunate enough to be awarded a senior lieutenant rank as a political settling of favors.

In November, 1940, General Ion Antonescu felt his country could no longer afford to remain neutral since both sides of the conflict were grabbing up parts of Romania. The Soviets claimed part of its territory, and the Axis forces had handed over part of Transylvania to the Hungarians. So General Antonescu joined up with the side that appeared to be winning at the time—the Axis powers.

## NOTEWORTHY ACCOMPLISHMENTS

Injured by shrapnel in the battle for Odessa, Locotenet Mitica Caslaru returned to the front lines three months later.

## ATTRIBUTES

STRENGTH: **8**  
DEXTERITY: **7**  
INTELLIGENCE: **5**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **137**  
ACTION POINTS: **51**  
EVASION: **8**

## SKILLS

SHOOTING: **34**  
MELEE: **27**  
THROWING: **26**  
SNIPE: **20**  
BURST: **30**  
HIDE: **22**  
SPOT: **18**  
ENGINEERING: **18**  
MEDICINE: **18**  
INTERRUPT: **30**

## STARTING EQUIPMENT

**MP 28-Bergmann**  
**MP40 SMG Magazine (x4)**  
**M-24**  
**Breda**  
**SRCM mod .35**

**LEUTNANT (LT.)**  
**TADAS SKIRPA**

NATIONALITY: **USSR**  
PROFESSION: **Sniper**  
DATE OF BIRTH: **November 10, 1917**  
HEIGHT: **5' 1"**  
WEIGHT: **124 lbs**  
MARITAL STATUS: **Single**





## DEPLOYMENT

Exceptionally small and hard to spot, Lt. Tadas Skirpa is capable of finding cover just about anywhere. He is also quite capable of emerging from it, quietly and unnoticed. The tiny Tadas was born for battle. He is an engineer who can arm or disarm mines, a medic capable of caring for the wounded, and above all else, a gifted marksman who shines in the role of a sniper.

## PERSONAL HISTORY

Tadas Skirpa was born in Kaunas, the capital of Lithuania. He grew up during the rare period in Lithuania's modern history, when it wasn't entirely controlled by a foreign country—a period of independence that would last roughly two decades. It was a time of peace, polarized politics, and the search for a national culture and identity. It went by all too quickly.

In 1939, the Russians were back and occupied the country. Tadas Skirpa was forced to join the Soviet 29th Light Infantry. He paid attention in training, learning everything he needed to know. He deserted the moment he heard the Germans had crossed the eastern front, and he joined some of his countrymen in pushing the Russians out. Now it was the Germans who occupied Lithuania once again, and Tadas willingly enlisted.

## NOTEWORTHY ACCOMPLISHMENTS

Unlike most of the Lithuanian volunteers to whom the Germans assigned support positions such as police, security guard, and construction worker, Tadas Skirpa was assigned to the Wehrmacht where his exceptional abilities were put to better use.

## ATTRIBUTES

STRENGTH: **4**

DEXTERITY: **9**

INTELLIGENCE: **7**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **94**

ACTION POINTS: **55**

EVASION: **7**

## SKILLS

SHOOTING: **36**

MELEE: **23**

THROWING: **20**

SNIPE: **32**

BURST: **17**

HIDE: **28**

SPOT: **26**

ENGINEERING: **23**

MEDICINE: **24**

INTERRUPT: **30**



## STARTING EQUIPMENT

Rifle 33-40 Scoped

Nagant 1910

Mauser Rifle Clip (x5)

Nagant 1896 Cartridges

Adhesive Surgical Plaster

## CHUI (IST LTD) KENKO HARADA

NATIONALITY: **Japan**

PROFESSION: **Engineer**

DATE OF BIRTH: **February 22, 1890**

HEIGHT: **5'5"**

WEIGHT: **151 lbs**

MARITAL STATUS: **Married w/ three children and one grandchild**



## DEPLOYMENT

A veteran of the Great War, Chui Kenko Harada learned the importance of visual observation and immediate interpretation. Unlike the greenhorns, he doesn't just look at his surroundings, but rather sees and digests everything that is a potential threat to him or his men. It is his second war, and the experience he gained surviving the first has prepared him well.

## PERSONAL HISTORY

Born in Kobe, Japan, Harada dropped out of university in 1914, two months short of graduating with an engineering degree, so that he could take part in the Great War. He was assigned to the Kempatai. Kenko was so committed to his homeland and its emperor that he felt it would have been unacceptably self-serving not to join immediately. Extraordinarily attentive, he learned first aid by watching the medics and is quite capable of treating serious wounds.

Between wars, Kenko Harada returned to school and graduated. He found employment in Osaka as a civil engineer. During the Great War, Kenko fought against the Germans. Now, he fights alongside them. It was something Kenko had a hard time coming to terms with, but his loyalty to Emperor Hirohito and to his country pushed the hesitation aside.

## NOTEWORTHY ACCOMPLISHMENTS

Though Kenko Harada served in the Kempatai during the Great War, he was uncomfortable with some of the duties he was asked to perform, so he enlisted in the Imperial Japanese Army this time around without revealing his true reason for doing so to anyone.

## ATTRIBUTES

STRENGTH: **6**

DEXTERITY: **6**

INTELLIGENCE: **8**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **114**

ACTION POINTS: **49**

EVASION: **7**

## SKILLS

SHOOTING: **31**

MELEE: **21**

THROWING: **21**

SNIPE: **21**

BURST: **21**

HIDE: **20**

SPOT: **24**

ENGINEERING: **29**

MEDICINE: **25**

INTERRUPT: **28**

## STARTING INVENTORY

**MP 38**

**MP40 SMG Magazine (x2)**

**Breda (x2)**

**0-23**

**OF-37**

**Mine Probe**

**Picklock**

**Dynamite Charge (x2)**

## LUUTNATTI (LT.) OLLI HEIKKINEN

NATIONALITY: **Finland**

PROFESSION: **Grenadier**

DATE OF BIRTH: **1921**

HEIGHT: **6'2"**

WEIGHT: **208 lbs**

MARITAL STATUS: **Single**



## DEPLOYMENT

Luutnatti Olli Heikkinen is an officer of action rather than words. He is a quiet man whose impressive bulk announces his presence and whose prior feats confirm confidence. For an entire winter, he and a hastily assembled group of fellow woodsmen and villagers ran hit-and-run operations against the Red Army. Outnumbered and outgunned, they helped Finnish troops keep the entire Soviet 4th Division occupied using Mosin rifles and a far superior knowledge of the territory.

## PERSONAL HISTORY

Olli Heikkinen was born in Kelja, Finland, a tiny village in the eastern part of the Karelian Isthmus, near the majestic river of Suvanto. His parents, Johan and Lotta, operated a small, family-run sawmill. When Olli became a teenager, he stopped doing odd jobs around the mill and began cutting timber in the dense woods with his three older brothers. It was extremely tough physical work made worse by the frigid temperatures and deep snow of winter.

Late in the winter of 1939, while logging, Olli spotted the Red Army making its way through the woods and taking up positions around his town. He ran to warn his neighbors. Together, they organized a rag-tag group of firefighters and used guerrilla tactics to help defend their homeland during the Winter War. It was a losing cause. Finland ceded land in exchange for its independence, and Olli returned to his family and their business. Almost two years later, on June 25th, 1941, Finland officially declared war on the Russians. Three days after that, Olli enlisted in the Finnish Army and thus sided with the Axis powers.

## NOTEWORTHY ACCOMPLISHMENTS

Olli Heikkinen's exploits and experience during the Winter War against the Russians were well known throughout the region. He was awarded the rank of Luutnatti in recognition of those efforts.

## ATTRIBUTES

STRENGTH: **9**  
DEXTERITY: **4**  
INTELLIGENCE: **7**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **147**  
ACTION POINTS: **45**  
EVASION: **7**

## SKILLS

SHOOTING: **31**  
MELEE: **22**  
THROWING: **29**  
SNIPE: **16**  
BURST: **25**  
HIDE: **14**  
SPOT: **22**  
ENGINEERING: **21**  
MEDICINE: **19**  
INTERRUPT: **28**

## STARTING INVENTORY

MP 38  
MP40 SMG Magazine (x2)  
SRCM mod .35  
M-24 (x3)  
Breda (x2)  
Finnish Knife  
Throwing Knife (x2)

**SOTVAN YAK-KOM**  
**(LT.) AHMAD NAMJU**

NATIONALITY: **Iran**  
PROFESSION: **Soldier**  
DATE OF BIRTH: **September 29, 1901**  
HEIGHT: **6'1"**  
WEIGHT: **205 lbs**  
MARITAL STATUS: **Married**



## DEPLOYMENT

A career soldier, Sotvan Yak-kom Ahmad Namju has been in the army since the days when his country was called Persia. As a recruit, his commanding officer was Reza Shah Pahlevi, the very man responsible for the country changing its name to Iran. It left an impression on the imposing Ahmad. He always seems to find the energy necessary to complete the task at hand, be it marching, using a rifle, a bayonet, or a hand grenade.

## PERSONAL HISTORY

Ahmad Namju was born in Mashhad, Persia, in the north-eastern part of the country known as Persia's religious center and the sight of one of the largest Islamic pilgrimages in the world. His father, Abdi, was famous locally for his carpet weaving skills. His mother, Ravan, died giving birth to him. He was raised by his grandmother and joined the military at the age of 16.

A highly respected career soldier, Ahmad Namju, like his country and Shah, sympathized with the Germans at the outbreak of World War II. On August 25, 1941, Allied forces, mostly East Indian British Commonwealth and Soviet troops, invaded Iran. Unlike his country, which offered minimal resistance to the invasion, Ahmad Namju deserted his army post, fled his country, and took up arms to liberate it. He made his way to Bulgaria, by hitching a ride on a train through Turkey, and enlisted in the Wehrmacht within an hour of disembarking in a freight yard.

## NOTEWORTHY ACCOMPLISHMENTS

None

## ATTRIBUTES

STRENGTH: **10**

DEXTERITY: **7**

INTELLIGENCE: **3**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **157**

ACTION POINTS: **51**

EVASION: **8**

## SKILLS

SHOOTING: **34**

MELEE: **29**

THROWING: **30**

SNIPE: **18**

BURST: **34**

HIDE: **22**

SPOT: **14**

ENGINEERING: **14**

MEDICINE: **14**

INTERRUPT: **30**

## STARTING INVENTORY

**MP41**

**MP40 SMG Magazine (x3)**

**Breda**

**O-23**

**Luftwaffe Machete Knife**

**LT. ZAIL SINGH**  
**SIDDHU**

NATIONALITY: **India**

PROFESSION: **Scout**

DATE OF BIRTH: **August 14, 1916**

HEIGHT: **5'11"**

WEIGHT: **181 lbs**

MARITAL STATUS: **Single**



## DEPLOYMENT

Lt. Zail Singh Siddhu has an independent streak. He likes to work alone and ahead of the rest of the squad, where he can take advantage of opportunities that present themselves without worrying about anyone else. This is a desired quality in a scout, and just one of many this fine Sikh fighter possesses. Extensively trained by the British military, he is a capable marksman, hand-to-hand combatant, and despite his size, he is as quiet as a mouse.

## PERSONAL HISTORY

Zail Singh Siddhu was born into a devout Sikh family just outside Amritsar in the Punjab region of India. His parents, Surat and Pardeep, worked as caretakers at the Hari Mandir (Golden temple). Much to their dismay, Zail was a rebellious teenager who seemed to enjoy defying them. His father's greatest heartbreak came when 17-year-old Zail joined the British Commonwealth's Indian Army. On April 13, 1919, during the Jallianwallah Bagh Massacre, Surat had lost a brother and a sister at the hands of the British for whom his son now fought.

While serving with the Indian Army in Northern Africa, Zail Singh Siddhu was taken prisoner by Axis forces and shipped to Germany. While he was a POW, the Germans persuaded him to switch sides. It didn't take much convincing, however. He had grown disenchanted with the British Raj and didn't care for the way he had been treated in the military. Zail Singh Siddhu was just one of many "Freies Indien" who saw the Wehrmacht as an opportunity to end British rule in their homeland.

## NOTEWORTHY ACCOMPLISHMENTS

Zail Singh Siddhu received training by the German Wehrmacht for missions involving insertion behind enemy lines by parachute or U-boat to disrupt supply lines and cause general havoc.

## ATTRIBUTES

STRENGTH: **8**

DEXTERITY: **8**

INTELLIGENCE: **4**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **135**

ACTION POINTS: **53**

EVASION: **8**

## SKILLS

SHOOTING: **33**

MELEE: **31**

THROWING: **29**

SHOTGUN: **20**

BURST: **27**

HIDE: **28**

SPOT: **18**

ENGINEERING: **16**

MEDICINE: **17**

INTERRUPT: **30**



## STARTING INVENTORY

**Mauser K96 1926**

**Mauser M.712 Pistol Clip (x2)**

**Haemostatic Powder**

**Chakra (x4)**

**SSA Dagger**

**Throwing Knife (x2)**

## LEUTNANT COLLEEN "HOLLY" CULLEN

**NATIONALITY:** Ireland

**PROFESSION:** Engineer

**DATE OF BIRTH:** May 11, 1908

**HEIGHT:** 5'2"

**WEIGHT:** 125 lbs

**MARITAL STATUS:** Single



## DEPLOYMENT

Leutnant Colleen Cullen's strongest attributes are her sheer determination and commitment. This is a war she chose to join, and she had to overcome many hurdles in order to place herself in the middle of it. On a more practical level, Cullen is experienced in defusing and setting mines and traps. She prefers setting them, however, deriving a genuine sense of enjoyment from planning and deploying detonation devices.

## PERSONAL HISTORY

Colleen was born in Ulster, Ireland, at a time when the island was one country controlled and ruled by Britain. Her father, Fagan, was a highly placed member of the Irish Volunteers (now the Irish Republican Army). In 1916, when Colleen was eight, the British hanged her father for his activities during the Easter Uprising. It was an event that would forever shape her life.

Cullen saw the Second World War as an opportunity to avenge her father's death and to hopefully rid Ireland of the British once and for all. Toward the end of 1939, she made her way to Berlin, stowing away on a freighter and a train. Once there, Colleen joined the German Wehrmacht as a foreign volunteer, unconcerned with their politics or agenda. Truth be known, the fiery-tempered Colleen would have joined forces with the devil so long as he was at war with the British.

## NOTEWORTHY ACCOMPLISHMENTS

As a teenager, Colleen Cullen had the unusual hobby of assembling crude rockets and cannon-like devices that she used to launch common household objects into the air. It was a great way to entertain her neighborhood friends, and it wasn't long before she caught the attention of some of her father's old friends as well.

## ATTRIBUTES

**STRENGTH:** 6

**DEXTERITY:** 5

**INTELLIGENCE:** 9

## SECONDARY ATTRIBUTES

VITALITY POINTS: **114**

ACTION POINTS: **47**

EVASION: **7**

## SKILLS

SHOOTING: **30**

MELEE: **19**

THROWING: **20**

SHOTS: **20**

BURST: **20**

HIDE: **18**

SPOT: **26**

ENGINEERING: **30**

MEDICINE: **26**

INTERRUPT: **28**

## STARTING INVENTORY

MP 38

MP40 SMG Magazine (x3)

O-23

M-24

Breda

Throwing Knife

Mine Probe

Picklock

**PODPORVCIK (3RD  
LT.) ELA "EAGLE"  
JELINEK**

NATIONALITY: **Slovakia**

PROFESSION: **Sniper**

DATE OF BIRTH: **January 1, 1923**

HEIGHT: **4'11"**

WEIGHT: **116 lbs**

MARITAL STATUS: **Single**



## DEPLOYMENT

In terms of marksmanship, Podporvciik Ela Jelinek can compete and beat any sniper from any nation. She has shown an amazing facility for Special Operations and discretionary engagement using solid knowledge of quiet-termination techniques. As if that weren't sufficient enough, Eagle is skilled in arming and disarming incendiary devices, as well as treating the wounded that happen to stumble upon them.

## PERSONAL HISTORY

Ela Jelinek was born in Bratislava, Czechoslovakia, a few kilometers from the Austrian border and a couple kilometers more from the Hungarian frontier. It was a land-locked country, historically surrounded by constant conflict. Her father, Mirko, captained one of the many ferries that crossed the Danube River. She was his only child and grew up a bit of a tomboy. However, her dream as a young girl was to be a nurse.

In March, 1939, the Slovaks, who were never happy with Czechoslovakia—the country formed in 1918 by merging them with the Czechs—were able to claim pseudo-independence and thus their own country called Slovakia. The cost was joining up with the Germans, which Ela Jelinek did willingly in June of the same year. By September, 1939, she was fighting alongside them as they invaded Poland. Two years later, she was digging into Russian soil.

## NOTEWORTHY ACCOMPLISHMENTS

Eagle Jelinek is a natural-born warrior with strategic and specialized smarts. Had she enlisted in any other nation's army, she would have been a captain by now.

## ATTRIBUTES

STRENGTH: **3**  
DEXTERITY: **10**  
INTELLIGENCE: **7**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **84**  
ACTION POINTS: **57**  
EVASION: **7**

## SKILLS

SHOOTING: **37**  
MELEE: **24**  
THROWING: **19**  
SNIPE: **34**  
BURST: **16**  
HIDE: **30**  
SPOT: **26**  
ENGINEERING: **24**  
MEDICINE: **25**  
INTERRUPT: **30**

## STARTING INVENTORY

Rifle 33-40 Scoped  
Mauser K96 1926  
Mauser Rifle Clip (x4)  
Mauser M.712 Pistol Clip (x2)  
Adhesive Surgical Plaster  
Haemostatic Powder

**ALFEREZ (2ND LT.)**  
**JAVIER VIVAS**

NATIONALITY: **Argentina**  
PROFESSION: **Engineer**  
DATE OF BIRTH: **November 23, 1922**  
HEIGHT: **5'9"**  
WEIGHT: **178 lbs**  
MARITAL STATUS: **Single**



## DEPLOYMENT

When Alferéz Javier Vivas first joined the Wehrmacht, the German's military service for foreign volunteers wasn't really sure what to do with him. He had an aptitude for a whole range of skills, but he never showed a proficiency in any particular one. Eventually, they found the perfect use for him—small squad special operations where he could step in to fill the shoes of any fallen mission specialists. It's a role that earned him a promotion to second lieutenant within a year.

## PERSONAL HISTORY

Javier Vivas was born in Buenos Aires, Argentina to middle-class parents. His father, Paquito, had a successful business exporting sunflower seeds. His Italian-born mother, Nerina (nee Moretti), stayed home and raised the children. As a young child, Javier spent the summers visiting his relatives in La Spezia, Italy, playing with his many cousins, most about his age. The annual visits stopped in 1932.

By that year, the depression had drastically changed Argentina's economy, and as a result, his father lost the family business. The entire family was unemployed for years, searching desperately for any means to survive. In 1938, his mother left and returned to her family in Italy. Six months later, Javier followed. In February, 1940, after most of his Italian cousins had been conscripted into the military, Javier decided to join as well. The better-organized German Wehrmacht offered him the opportunity.

## NOTEWORTHY ACCOMPLISHMENTS

If waking the dead is to be considered an accomplishment, then the noisy and outspoken Javier Vivas is an extremely successful soldier.

## ATTRIBUTES

STRENGTH: **8**

DEXTERITY: **5**

INTELLIGENCE: **7**

## SECONDARY ATTRIBUTES

VITALITY POINTS: **134**

ACTION POINTS: **47**

EVASION: **7**

## SKILLS

SHOOTING: **30**

MELEE: **21**

THROWING: **24**

SNIPE: **18**

BURST: **24**

HIDE: **18**

SPOT: **22**

ENGINEERING: **26**

MEDICINE: **22**

INTERRUPT: **28**

## STARTING INVENTORY

**MP 38**

**MP40 SMG Magazine (x2)**

**M-24 (x3)**

**Breda (x2)**

**SRCM mod .35 (x2)**



## AXIS ATTRIBUTE AND SKILLS COMPARISONS

### AXIS ATTRIBUTE COMPARISONS

Name	Strength	Dexterity	Intelligence	Vitality Points	Action Points	Evasion
Alferez (2nd Lt.) Javier Vivas	8	5	7	134	47	7
Chui (1st Lt.) Kenko Harada	6	6	8	114	49	7
Hadnagy (Lt.) Gari Kovacs	4	7	9	94	51	7
Leutnant (Lt.) Gunnar Zumwald	7	9	4	125	55	8
Leutnant (Lt.) Klaus Schmidt	5	9	6	104	55	7
Leutnant (Lt.) Reinhard Beyer	10	4	6	157	45	7
Leutnant (Lt.) Tadas Skirpa	4	9	7	94	55	7
Leutnant Colleen "Holly" Cullen	6	5	9	114	47	7
Locotenet (Sr. Lt.) Mitica "Mike" Caslaru	8	7	5	137	51	8
Lt. Zail Singh Siddhu	8	8	4	135	53	8
Luutnatti (Lt.) Olli Heikkinen	9	4	7	147	45	7
Oberfaehnrich (Ensign) Fritz Wagner	8	8	4	137	53	8
Oberleutnant (Sr. Lt.) Axel Bieber	5	5	10	104	47	7
Oberleutnant (Sr. Lt.) Dani Kunstler	5	5	10	104	47	7
Podporvcik (3rd Lt.) Ela "Eagle" Jelinek	3	10	7	84	57	7
Primo Tenente (Sr. Lt.) Rocco Migliaccio	9	5	6	147	47	7
Shoi (2nd Lt.) Toki Okino	6	10	4	115	57	8
Sotvan Yak-kom (Lt.) Ahmad Namju	10	7	3	157	51	8
Tenente (Lt.) Carmelina Donati	6	9	5	115	55	8
Teniente (Lt.) Francisco "Paco" Escudero	9	7	4	147	51	8





## AXIS SKILL COMPARISONS

Name	Shooting	Melee	Throwing	Snipe	Burst	Hide	Spot	Engineering	Medicine	Interrupt
Alferez (2nd Lt.) Javier Vivas	30	21	24	18	24	18	22	26	22	28
Chui (1st Lt.) Kenko Harada	31	21	21	21	21	20	24	29	25	28
Hadnagy (Lt.) Gari Kovacs	32	23	18	26	16	22	26	26	32	29
Leutnant (Lt.) Gunnar Zumwald	34	32	28	22	26	30	18	17	18	30
Leutnant (Lt.) Klaus Schmidt	36	24	22	31	19	28	24	21	22	30
Leutnant (Lt.) Reinhard Beyer	31	23	31	15	27	14	20	19	17	28
Leutnant (Lt.) Tadas Skirpa	36	23	20	32	17	28	26	23	24	30
Leutnant Colleen "Holly" Cullen	30	19	20	20	20	18	26	30	26	28
Locotenet (Sr. Lt.) Mitica "Mike" Caslaru	34	27	26	20	30	22	18	18	18	30
Lt. Zail Singh Siddhu	33	31	29	20	27	28	18	16	17	30
Luutnatti (Lt.) Olli Heikkinen	31	22	29	16	25	14	22	21	19	28
Oberfaehnrich (Ensign) Fritz Wagner	35	29	27	21	31	24	16	17	17	30
Oberleutnant (Sr. Lt.) Axel Bieber	30	18	18	21	18	18	28	32	28	28
Oberleutnant (Sr. Lt.) Dani Kunstler	30	20	18	23	16	18	28	26	32	29
Podporvcik (3rd Lt.) Ela "Eagle" Jelinek	37	24	19	34	16	30	26	24	25	30
Primo Tenente (Sr. Lt.) Rocco Migliaccio	32	24	30	17	26	16	20	20	18	28
Shoi (2nd Lt.) Toki Okino	35	33	27	24	25	32	18	18	19	30
Sotvan Yak-kom (Lt.) Ahmad Namju	34	29	30	18	34	22	14	14	14	30
Tenente (Lt.) Carmelina Donati	34	31	26	23	24	30	20	19	20	30
Teniente (Lt.) Francisco "Paco" Escudero	34	28	28	19	32	22	16	16	16	30





# WEAPONS

## LOCK AND LOAD

The following pages contain most of the weapons available to you in *Silent Storm*. You probably won't find all of them, but if you loot every body after every kill, you may find the majority. The arsenal available to you at your base increases as your levels rise. As you gain experience, you get a wider selection of weaponry.

Your character's skills affect the types of weapons and items you can use effectively. Every player starts with a certain amount of skill in a particular field (engineering, medicine, etc.). Each character's skill grows the more it's used. Learn which weapons and items your squad members are proficient in. A medic can cure an injured squad member quickly, but a grenadier probably can't do much more than slap a Band-Aid on a gaping wound.

Each time you gain a level, you have another point to spend on your skill tree. Ideally, you would like to have all of the skills highlighted, but focus on your character's strength, and exploit his or her natural skills.

Separated by weapon type, all of the stats on each weapon are noted. To understand how a character's skills affect weapon or item choice, refer to the skill definitions and which attributes the various skills rely upon.

## SKILLS

### MELEE

- Depends on Dexterity and Strength attributes.
- Affects efficiency of unarmed or melee attack, determines the number of possible attacks and damage the character can inflict.

### SHOOTING

- Depends on Dexterity attribute.
- Affects accuracy with all kinds of firearms.

### THROWING

- Depends on Strength and Dexterity attributes.
- Affects accuracy with throwing weapons (knives) and grenades (ability to hit the specified target).

### BURST

- Depends on Strength and Dexterity attributes.
- Increases accuracy when firing in bursts, affects the number of rounds shot in a long burst.

### SNIPE

- Depends on Dexterity and Intelligence attributes.
- Enables to fire sniper shots.

### STEALTH

- Depends on Dexterity attribute.
- Decreases the radius within which the character's steps can be heard; makes the character less visible to enemies in hide mode.

### SPOT

- Depends on Intelligence attribute.
- Increases ability to detect stealthily moving characters, and spot mines and booby-traps without a mine detector.

### MEDICINE

- Depends on Intelligence and Dexterity attributes.
- Increases efficiency of dressing wounds and healing critical damage. (Needed to use certain medical tools and medicines.)

### ENGINEERING

- Depends on Intelligence and Dexterity attributes.
- Needed to open locks using lock-picks, set mines and booby-traps that are harder to spot, detect and disarm more ingenious traps and mines set by the enemy, and effectively use special explosives.

# PISTOLS

Name	Damage	Clip Size	Range	Snap Shot	Aimed Shot	Ammo	Handling
Colt M1911	33–38	8	18	9	16	.45 ACP	Easy
Luger British	25–30	8	20	7	14	.38 “British Service”	Easy
Luger P08	24–28	8	21	7	14	.38 Parabellum	Easy
Mauser K96 1912 Silenced	19–27	10	19	8	15	.38 Parabellum	Hard
Mauser K96, 1912	25–28	10	21	8	17	.38 Parabellum	Hard
Mauser K96, 1926	18–23	20	23	8	17	7.62x19 USSR	Hard
Mauser M.712	18–22	20	22	8	17	7.62x19 USSR	Hard
Nagant 1910 Silenced	15–18	7	18	9	13	7.62 Nagant	Hard
Nagant Revolver, 1910	15–19	7	18	9	13	7.62 Nagant	Hard
Sauer 38X	16–20	8	17	6	9	7.65 Sauer	Easy
Stunning Air-Gun Silenced	9–11	1	19	9	16	Pistol Stunning Dart	Hard
TT, 1933	19–24	8	18	8	14	7.62x19 USSR	Hard
Walther P-38	25–29	8	20	7	16	.38 Parabellum	Easy
Webley-Scott	36–44	6	19	10	None	.455 Webley	Hard
Welrod Mk1 Silenced	16–27	8	19	7	14	.38 Parabellum	Hard

# RIFLES

Name	Damage	Clip Size	Burst Rate of Fire	Range	Snap Shot	Aimed Shot	Careful Shot	Short Burst	Ammo	Handling
33-40 Rifle	27–34	5	—	46	23	31	All	—	7.92x57 Mauser	Easy
AVS-36	31–38	15	2	46	16	30	All	16	7.62x53R USSR	Easy
Carbine, 1938	29–36	5	—	42	20	28	All	—	7.62x53R USSR	Hard
FG-42	25–33	20	4	33	15	29	All	16	7.92x57 Mauser	Hard
G-41 W	27–35	10	—	44	17	32	All	—	7.92x57 Mauser	Easy
Lee-Enfield Mk1	24–29	10	—	48	22	30	All	—	.303 British	Easy
M1 “Garand”	29–36	8	—	45	16	30	All	—	7.62 Springfield	Easy
M1 Carbine, 1936	20–26	15	—	39	14	26	All	—	7.62 Garland	Easy
Mannlicher-Carcano M38	29–34	6	—	47	16	32	All	—	7.92x57 Mauser	Easy
MAS, 1936	26–34	5	—	44	20	28	All	—	7.5 MAS	Easy
Mauser M98	29–35	5	—	48	20	28	All	—	7.92x57 Mauser	Easy

Name	Damage	Clip Size	Burst Rate of Fire	Range	Snap Shot	Aimed Shot	Careful Shot	Short Burst	Ammo	Handling
Mosin 1891-1930	30-38	5	—	44	21	29	All	—	7.62x53R USSR	Hard
Polish Mauser M29	28-33	5	—	48	20	28	All	—	7.92x57 Mauser	Easy
Prototype 8M1(Energy Gun)	57-75	50	4	65	12	27	All	13	Energy Charge	Easy
Sea Devil	33-68	25	—	60	25	40	All	—	Sea Devil	Easy
Sea Devil (Scoped)	33-56	3	—	60	25	40	All	—	Sea Devil	Easy
Stunning Air-Gun Silenced	10-13	1	—	36	16	30	All	—	Rifle Stunning Dart	Hard
SVT-40	32-38	10	—	45	15	30	All	—	7.62x53R USSR	Easy

## SNIPER RIFLES

Name	Damage	Clip Size	Burst Rate of Fire	Range	Snap Shot	Aimed Shot	Careful Shot	Snipe Shot	Short Burst	Ammo	Handling
Carbine 98K (Scoped)	29-36	5	—	50	20	30	All	—	—	7.92x57 Mauser	Easy
G-41W (Scoped)	27-35	10	—	48	17	33	All	—	—	7.92x57 Mauser	Easy
Garand M1 (Scoped)	29-37	8	—	48	16	31	All	—	—	7.62 Springfield	Easy
Lee-Enfield Mk1 (Scoped)	26-31	10	—	50	22	31	All	—	—	.303 British	Easy
Mannlicher-Carcano M91/24 (Scoped)	27-36	6	—	50	18	35	All	—	—	6.5 Mannlicher-Carcano	Easy
Mosin 1891-1930 (Scoped)	33-38	5	—	46	21	29	All	—	—	7.62x53R USSR	Hard
Rifle 33-40 (Scoped)	27-34	5	—	48	23	32	All	—	—	7.92x57 Mauser	Easy
Springfield M1917 (Scoped)	30-38	5	—	46	20	28	All	—	—	7.62 Springfield	Easy
SVT-40 (Scoped)	32-39	10	—	47	15	31	All	—	—	7.62x53R USSR	Easy



# SUBMACHINE GUNS

Name	Damage	Clip Size	Burst Rate of Fire	Range	Snap Shot	Aimed Shot	Careful Shot	Short Burst	Ammo	Handling
Beretta M1938A	24–29	32	3	26	—	—	11	All	.38 Parabellum	Easy
Beretta M38-42	22–28	32	3	26	10	20	11	All	.38 Parabellum	Easy
M3A1	24–38	30	2	19	—	—	12	All	.45 ACP	Hard
M3A1 Silenced	20–37	30	2	19	—	—	13	All	.45 ACP	Hard
MP-28 Bergman	21–28	32	3	24	9	16	10	All	.38 Parabellum	Easy
MP-38	22–28	32	3	24	—	—	11	All	.38 Parabellum	Hard
MP-40	24–28	32	3	25	—	—	11	All	.38 Parabellum	Hard
MP-40-II	24–28	64	3	25	—	—	12	All	.38 Parabellum	Hard
MP41	24–28	32	3	25	—	—	11	All	.38 Parabellum	Easy
MP41 Silenced	21–27	32	3	22	—	—	11	All	.38 Parabellum	Hard
PPD-40	18–23	71	4	24	9	16	10	All	7.62x19 USSR	Hard
PPS-42	18–23	35	4	25	—	—	11	All	7.62x19 USSR	Easy
PPS-43	18–24	35	4	25	—	—	11	All	7.62x19 USSR	Easy
PPSh-41	18–23	71	4	26	9	17	10	All	7.62x19 USSR	Easy
PPSh-41 Modified	19–24	35	4	26	9	18	10	All	7.62x19 USSR	Easy
Sten MkII	21–28	32	3	24	10	—	11	All	.38 Parabellum	Hard
Sten MkIII	22–28	24	3	24	10	16	11	All	.38 Parabellum	Hard
Sten MkIII Silenced	21–27	32	3	20	—	—	11	All	.38 Parabellum	Hard
Sten MkIV	24–28	32	3	22	10	17	11	All	.38 Parabellum	Hard
Sten MkV	25–28	32	3	24	10	18	11	All	.38 Parabellum	Easy
STG 43	29–34	30	4	31	8	20	9	All	7.92x33 Mauser	Easy
“Suomi”	25–29	69	3	27	10	20	11	All	.38 Parabellum	Easy
Thompson 1923	29–41	100	4	23	11	21	12	All	.45 Thompson	Easy
Thompson 1928	29–39	30	4	24	12	19	13	All	.45 ACP	Easy



## MACHINE GUNS

Name	Damage	Clip Size	Burst Rate of Fire	Range	Snap Shot	Aimed Shot	Careful Shot	Short Burst	Ammo	Handling
Bren	24–29	20	34	3	—	—	17	All	.303 British	Easy
Browning M1922	29–34	20	26	2	18	21	19	All	7.62 Springfield	Hard
Chatellerault M1924/1929	26–31	25	30	3	16	19	17	All	7.5 MAS	Easy
DP	28–36	47	28	3	—	—	17	All	7.62x53R USSR	Hard
Lewis Mk1	3–64	1	28	3	15	—	—	All	7.62 Springfield	Hard
MG-34	28–35	75	37	3	20	23	21	All	7.92x57 Mauser	Hard
MG-42	29–35	75	36	3	—	—	19	All	7.92x57 Mauser	Easy
RPD	22–29	100	35	3	—	—	17	All	7.62x39R USSR	Hard
ZB-26-30	27–34	30	31	3	18	21	19	All	7.92x57 Mauser	Hard

## GRENADE/ROCKET LAUNCHERS

Name	Damage	Clip Size	Range	Snap Shot	Aimed Shot	Careful Shot	Ammo	Handling
Bazooka M1	0–0	1	22	28	32	All	Bazooka Rocket	Easy
BHLG-1Z (Energy Weapon)	54–66	1	50	30	34	All	Energy Charge	Easy
Panzerfaust	0–0	1	22	30	34	All	Panzerfaust Rocket	Hard
Panzerschrek	0–0	1	25	28	32	All	Panzerschrek Rocket	Easy
PIAT	0–0	1	20	29	33	All	PIAT Rocket	Hard

## STATIONARY WEAPONS

Name	Damage	Clip Size	Burst Rate of Fire	Range	Snap Shot	Aimed Shot	Careful Shot	Short Burst	Ammo	Handling
DShK 12, 7mm	40–49	100	32	4	—	—	19	All	12.7 Vickers	Hard
Flack 38 20mm	106–129	40	50	3	—	—	17	All	12.7 Vickers	Easy
MG-34 Tripod Mounted	28–35	75	37	3	20	23	21	All	7.92x57 Mauser	Hard
TLG3 (Energy Gun)	60–120	16	55	—	25	—	—	All	TG Laser	Easy
Vickers 12.7-mm	40–49	100	30	3	—	—	17	All	12.7 Vickers	Hard
Zundapp MG34	31–36	75	39	3	—	—	17	All	7.92x57 Mauser	Easy

# PANZERKLEIN WEAPONS

Name	Usage	Damage	Range	Clip	Snap Size	Aimed Shot	Careful Shot	Burst Rate Shot	Short of Fire	Long Burst	Snipe Burst	Ammo Shot	Handling
AGS 17	Allies Panzerkleins Only	0-0	32	6	18	—	—	—	—	—	—	AGS Rockets	Easy
AGS Rocket Launcher	Universal	0-0	32	6	18	—	All	3	19	All	—	20.0 Mauser	Easy
DShK Machine Gun	Allies Panzerkleins Only	40-49	30	100	—	—	—	4	21	All	—	12.7 Vickers	Easy
Gatling 12mm	T.H.O. Panzerkleins Only	40-49	32	400	—	—	—	8	20	—	—	20.0 Erlicon	Easy
MG FF Automatic Cannon	Axis Panzerkleins Only	0-0	20	16	20	27	All	3	21	—	—	13.2 French	Easy
MG81Z	Soldier Panzerklein Only	33-41	35	300	—	—	—	7	20	All	—	7.92x57 Mauser	Easy
MK 108 Automatic Cannon	Axis Panzerkleins Only	0-0	40	12	20	28	All	—	—	—	—	MK108	Easy
MSS 41	Axis Panzerkleins Only	49-110	50	10	24	—	—	—	—	—	—	7.92x57 Mauser	Easy
PK LZ Energy Gun	T.H.O. Panzerkleins Only	54-66	64	16	—	—	—	2	16	—	—	Energy Charge	Easy
PK PIAT	Universal	0-0	30	3	22	—	—	—	—	—	—	PIAT Rocket	Easy
PK Laser Gun	Helena Only	54-110	64	32	18	—	—	—	—	—	—	TG Ray	Easy
PTRBoys	Allies Panzerkleins Only	54-66	50	5	24	39	All	—	—	—	—	PTR "Boys"	Easy
PTRS Sniper Gun	Sniper Panzerkleins Only	58-71	50	5	26	41	All	—	—	—	—	13.0 Mauser	Easy
PZB41 Cannon	Axis Panzerkleins Only	90-110	50	12	28	35	All	—	—	—	—	PZB-41	Easy
SHKAS	Allies Panzerkleins Only	32-39	36	250	—	—	—	6	22	All	—	7.62x53R USSR	Hard
Vickers Machine Gun12, 7mm	Allies Panzerkleins Only	40-49	25	100	—	—	—	3	21	All	—	12.7 Vickers	Hard

# GRENADES

Name	Type	Weight	Explosion Range	Explosion Damage	Number of Fragments	Fragments Damage
36M Mk1	Fragmentation Grenade	Medium	2	12–20	36	26–70
Bazooka Rocket Propelled Grenade	Fragmentation Grenade	Light	1	60–100	30	30–60
Breda	HE Grenade	Light	3	14–30	—	—
F1	Fragmentation Grenade	Medium	2	12–20	32	30–90
M-24	Fragmentation Grenade	Medium	3	26–50	25	10–50
M-34	Fragmentation Grenade	Medium	3	20–46	20	20–55
M-39	HE Grenade	Light	3	16–36	—	—
Mk3A1 (M61)	HE Grenade	Light	3	20–40	—	—
O-23	Fragmentation Grenade	Medium	2	12–20	30	30–90
OF-37	HE Grenade	Light	3	20–45	—	—
Panzerfaust Rocket Propelled Grenade	HE Grenade	Light	1	105–145	—	—
Panzerschrek Rocket Propelled Grenade	Fragmentation Grenade	Light	1	70–110	30	25–80
Piat Rocket Propelled Grenade	HE Grenade	Light	1	120–175	—	—
PK Heavy German Grenade	HE Grenade	Heavy	5	66–133	—	—
PK Medium German Grenade	HE Grenade	Medium	4	50–11	—	—
PWM 1	Fragmentation Grenade	Heavy	2	100–140	20	20–30
RG 42	Fragmentation Grenade	Medium	2	22–48	40	17–55
RGD 33-Defensive	Fragmentation Grenade	Medium	2	25–52	50	20–55
RGD 33-Offensive	HE Grenade	Medium	3	25–52	—	—
RPG 40	HE Grenade	Heavy	4	54–98	—	—
RPG 41	Fragmentation Grenade	Heavy	4	60–106	24	20–60
RPG 43	Fragmentation Grenade	Heavy	3	60–105	20	15–55
RPG 6	HE Grenade	Heavy	2	105–145	—	—
SRCM mod.35	HE Grenade	Light	3	12–20	—	—
Z-23	HE Grenade	Light	3	16–36	—	—

# MINES

Name	Explosion Range	Explosion Damage
6Mk1	4	60–106
Mark 1	4	60–106
PMD-6M	4	60–106
Pmi-43	4	60–106
Shumi-42	4	60–106
Smiz-35	4	60–106
TMD-B	4	60–106

# EXPLOSIVES

Name	Engineering Skill Required	Ability Requirement
Dynamite	20	—
Hecsgene	100	Master Engineer
Lyddite	60	—
Nitroglycerine	80	Master Engineer
TNT Charge	40	—



Any character can use charges as grenades, but their effect depends on the engineering skill of the character who uses them.

# ENGINEERING ITEMS

Name	Engineering Skill Required	Ability Requirement	Number of Uses	Bonus to Engineering Skill
Advanced Picklock	60	—	7	20
Hank of Wire	50	—	5	20
Mine Probe	20	—	3	15
Picklock	20	—	5	10
Picklock Set	100	Master Engineer	10	25
Wire Cutter	90	Master Engineer	7	25

# MEDICAL ITEMS

Name	Medical Skill Required	Ability Requirement	Number of Uses	Bonus to Medical Skill	Effect Duration	Notes
Acetophenetidin Analgesic Tablet	10	—	5	—	2	For 2 turns removes all the penalties from critical conditions and wounds. When the effect ends after 2 turns, recipient loses 15% of recipient's maximum VPs.
Adhesive Surgical Plaster	17	—	5	—	—	Heals up to 60 VPs, then all the penalties from the critical conditions.
Bullet Extractor	80	Master Medic	10	30	—	Heals all critical conditions first, then heals up to 100 VPs.
Cardiac and Respiratory Stimulant	110	Master Medic	2	—	10	For 10 turns adds 300% of recipient's maximum VPs. When the effect ends after 10 turns, recipient becomes unconscious.
Chloroform Powerful Analgesic	60	Master Medic	5	—	5	For 5 turns removes all the penalties from critical conditions and wounds. When the effect ends after 5 turns, recipient loses 25% of recipient's maximum VPs.
Compressed Gauze Bandage	35	—	10	—	—	Heals up to 90 VPs, then all the penalties from the critical conditions.
Fast Haemostatic Powder	25	—	1	—	—	Reduces bleeding by up to 10 VPs per turn. Effect lasts until recipient receives another bleeding condition.
First Aid Kit	60	Master Medic	15	—	—	Heals up to 120 VPs, then all the penalties from the critical conditions.
Forceps, Abbey	50	—	10	20	—	Heals all critical conditions first, then heals up to 70 VPs.
Haemostatic Forceps	25	—	10	10	—	Heals all critical conditions first, then heals up to 50 VPs.
Haemostatic Liquid	40	—	1	—	—	Removes bleeding critical condition.



Name	Medical Skill Required	Ability Requirement	Number of Uses	Bonus to Medical Skill	Effect Duration	Notes
Haemostatic Powder	10	—	1	—	—	Reduces bleeding by up to 5 VPs per turn. Effect lasts until recipient receives another bleeding condition.
Liquid Cardiac Stimulant	45	Master Medic	2	—	5	For 5 turns adds 150% of the recipient's maximum VPs. When the effect ends after 5 turns, recipient becomes unconscious.
Morphine Injection	70	Master Medic	2	—	7	For 7 turns adds 200% of recipient's maximum VPs. When the effect ends after 7 turns, recipient becomes unconscious.
Morphine Sulfate Analgesic Pill	30	—	5	—	3	For 3 turns removes all the penalties from critical conditions and wounds. When the effect ends after 3 turns, recipient loses 20% of recipient's maximum VPs.



# MISSIONS

The mission scenarios may change, depending upon what type of squad you create and the difficulty setting of the game you choose. The following strategies and scenarios are based upon our experience. You may choose to create an entirely different type of squad. Depending upon the mission, you may rely heavily on snipers, or you may depend upon the skills of grenadiers. You can return to base after each mission and switch out your squad members as you see fit. Experiment with different types of squads and use what works best for you.

If you choose to switch out squad members, the soldiers at base will gain levels just as your active squad members do, but they won't receive the skill advancement your active members realize.

Read over the mission strategies and determine the makeup of your squad. Because of the random variables in this game, the mission actions may not be exactly the same.

## ALLIED AND AXIS BASES

The bases are where you come to choose your squad members, collect supplies and weapons, and heal your troops when they become injured. Take a moment at the beginning of the game to visit each area of the base and become familiar with each part's function. The game tells you more as you play.

## GAME PROGRESSION

Most missions have multiple objectives. Which objectives are completed and failed have a direct impact on the options available once the mission is completed. Avoid looking at mission strategies for anything other than the mission you're currently on because this may spoil part of the storyline.



# ALLIED TRAINING MISSION

## SAVE THE COMMANDER

### OBJECTIVES

1. Clear area of enemy forces
2. Pick up the commander's body
3. Carry the commander to the motorcycle



This mission is very small, but you're alone, so don't underestimate the danger. Your commander is lying on the ground unconscious, and it's your job to get him out of the area safely.



German soldiers immediately move in on your position. Drop to the ground and crawl to the northeast, using the bushes and trees as cover.



# ALLIED TRAINING MISSION



Continue moving cautiously north, picking off enemy soldiers near the fence line. Once you clear that area, take a few sniper shots at the soldiers farther down the fence line and in the building.



After clearing the area of enemy forces, return to the commander and carry him to the motorcycle.





# SOUTH BRITAIN

## ENGLISH RURAL HOUSE

### OBJECTIVES

#### I. Save Agent Wilkens

1. Discover Agent Wilkens
2. Leave the combat area together with Agent Wilkens

#### II. Recover the stolen plans

1. Find the stolen plans

### BRIEFING

There are a couple of buildings next to a rural road that runs through fields and small groves. This road connects two nearby settlements, but it is rarely used. Most of the time, one can safely leave unnoticed. It provides a perfect setting for secret meetings.

## SAVE AGENT WILKENS



Pick off any enemy soldiers you encounter on the way to the buildings. Approach the houses cautiously. There are enemy troops in and around the buildings who will mow down anything resembling an Allied soldier.



You shouldn't have any problems finding Agent Wilkens. In fact, he may scramble out of a window as you begin your attack on the enemy soldiers in and around his location.



In your zeal to find Agent Wilkens in the house, don't overlook the shed across from it. There are enemy soldiers inside the shed who can wipe out your entire squad as you infiltrate the house where Wilkens's kidnappers are holed up.



# ALLIED MISSION: SOUTH BRITAIN

## RECOVER THE STOLEN PLANS



Let the Allied troops in the area draw the fire from the enemy troops to help pinpoint their location. Better to lose an ally than one of your own squad members. Once you clear a room, move your troops closer to the building. Retrieve the stolen plans and leave the combat zone with Agent Wilkens.

EYES ONLY!

### Captured Documents

The document is only a couple of pages, but it is extremely detailed and well thought out. It is an operational plan for an attack on a British supply depot. The first page contains all the gathered background intelligence: the number of guards, their patrol routes, their watch changes, the amount of time expected before reinforcements arrive, the weapons stored there, and other similar information. The second page draws upon the first to establish a precise plan of action and lists the weapons to be stolen.

EYES ONLY!

### Communiqué from Headquarters

Lieutenant Walter Wilkens is a British field agent who managed to infiltrate the German intelligence network before being discovered. Sentenced to die for his efforts, Walter is extremely grateful to find himself amongst friends. Relieved, he mentions that German intelligence plans to assassinate Professor Phillip Compton, a scientist working at the main British research facility.

## UK LABORATORY

### OBJECTIVES

- I. Retrieve information from Dr. Philip Compton**
  - 1. Meet Dr. Philip Compton**
  - 2. Neutralize the enemy carrying the body of Dr. Compton**
  - 3. Pick up the body of Dr. Compton**
  - 4. Carry Dr. Compton out of the combat area**
- II. Save Dr. Compton from the kidnappers**
  - 1. Eliminate all kidnappers**
  - 2. Talk to Dr. Compton**

### BRIEFING

The laboratory occupies an old and somewhat dilapidated manor in an isolated area far from any major roads or settlements. Over the course of the past few weeks, there has been an increase in military and civilian movement around the lab. It appears, for some reason or other, that security has been greatly tightened at this facility.

## RETRIEVE INFORMATION FROM DR. PHILIP COMPTON

This is a big area to cover, and with only six squad members, you must split your squad up in order to adequately cover all of the buildings.



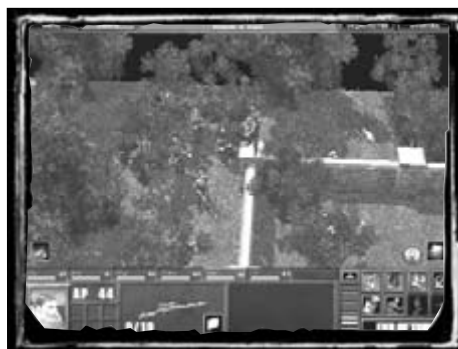
Keep at least one soldier near the wall to pick up any snipers who approach the house. Preferably, choose a sniper who can pick off incoming enemy troops at a distance.



Stay clear of the central hallway of the main house. Keep enough Action Points (APs) on your character to cross over the hall. Enemy troops come to the main level from both sides of the house.



Move a soldier to the east side of the main building and go prone. When enemy soldiers settle on the stairway on the main floor, pick them off through one of the windows on the east side.



Keep a soldier in front of the building, under cover of the trees and shrubs, to take out any enemy troops who may attack from the front.



Once you clear out the enemy troops from the hall, move slowly up the staircases, always leaving enough APs to either move back down the stairway or peel off a well-placed shot.

# ALLIED MISSION: SOUTH BRITAIN



Once the door blows in the main hall, quickly move two soldiers up to the next room. You can pick off any enemy soldiers as they come down the staircase.



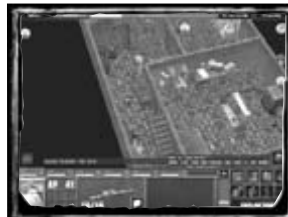
Place snipers at the windows on the second floor to stop any would-be attacks from enemy troops beyond the wall. Use grenades against any enemy soldiers trying to move up the stairway from the bottom floor.

## SAVE DR. COMPTON FROM THE KIDNAPPERS



After all of the enemy troops have been eliminated in the house, focus your squad on the enemy troops outside the wall, utilizing the windows as vantage points to fire your shots. While the front windows are covered with snipers, move other soldiers up the ladder to the top floor. Pick up any clues and wipe out any remaining enemy troops.

If the Allied guards are eliminated on the front wall, pull back whatever soldiers you may have there to the house and protect them from fire. Dr. Philip Compton is in the basement. There's a strong possibility his body is being carried out by an enemy soldier. Eliminate the soldier and retrieve Dr. Compton's body.





**EYES ONLY!**

## Communiqué from Headquarters

Att: Special Operations—SE2

Re: The Debriefing of Professor Phillip Compton

The British-born Compton married a French girl and moved to France in 1930. During the occupation, the professor and his wife, Genevieve, joined the French Resistance. Six months later, they were captured during a reconnaissance mission. Professor Compton was forced to work as a scientific analyst for German intelligence. His wife was held captive to ensure his loyalty.

Eventually, Genevieve was freed during a bold operation launched by the French Resistance. Together, they fled immediately to England, where Professor Phillip Compton joined the British war effort as a military researcher. The professor clearly remembered the German Intelligence Headquarters he was forced to work in, and gladly shared its precise location with us.

Lieutenant Randy Scott

British Intelligence



## SMALL ENGLISH VILLAGE

### OBJECTIVES

#### I. Capture the enemy special agent

1. Locate the enemy special agent
2. Knock the enemy unconscious
3. Pick up the unconscious enemy agent
4. Carry the unconscious enemy agent out of the combat area

#### II. Obtain any intelligence information

1. Discover any useful information
2. Neutralize the person carrying the evidence
3. Pick up the piece of paper

### BRIEFING

This small settlement lies among fields and isolated farms. Now that most of the men have left to serve their country and their families have moved to live with relatives or work in the fields, the town appears almost lifeless. The only people who remain are those ineligible for military service. Occasionally, the sparse population is augmented by a passing patrol.

# ALLIED MISSION: SOUTH BRITAIN

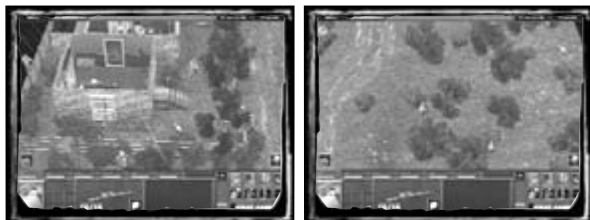
## CAPTURE THE ENEMY SPECIAL AGENT



Don't start your movement down the country road until you've switched your point man. Move your squad leader to the back of the pack to protect him, and move one of your medium-ranged soldiers to point.



Move one of your snipers cautiously to the closest building and enter through a window once the way is clear. If at all possible, open windows to detect enemy movement.



Split your team to cover the house and the wooded area. Stay low and wait for German troops to move in on your position.

## OBTAIN ANY INTELLIGENCE INFORMATION

Crawl along the fence line and head to the front door of the building north of the woods. Toss grenades at any enemy troops leaving the house. Keep a sniper along the back to pick off any troops who may exit the house through the back door. After eliminating the enemy within the house, simply find the enemy agent and secure the documents inside.



EYES ONLY!

### Captured Documents

Written on the crumpled scrap of paper is the address of a residence in a small English town.

EYES ONLY!

### Communiqué from Headquarters

The captured German agent mocks us. We are too late, he has already sent the secret documents to German High Command. He won't say anything more. He even refuses to divulge his name and rank. However, knowing the whereabouts of the stolen documents confirms his involvement. Further interrogation is probably best left to those with more time on their hands.



# PLACE MARKED ON THE MAP

## OBJECTIVES

1. Locate the hidden equipment
2. Pick up the valuable pieces of the discovered equipment

## BRIEFING

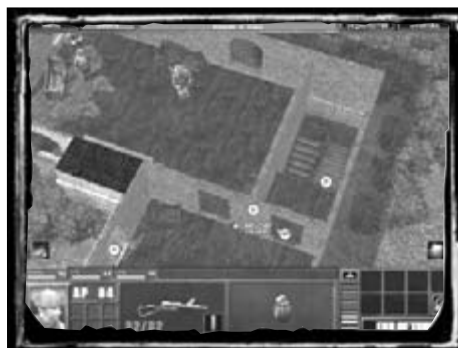
This place was specifically marked on the map that was captured in one of the missions. Early reconnaissance suggests a rundown structure in the area and a lack of enemy troops.



You don't have any trouble with enemy troops on this mission, but your disarming skill has to be sharp to detect and disarm all of the mines in the building. Approach the building carefully and keep your distance until the mines at the windows have been disarmed.



Mines are placed all over the staircase, leaving no chance for haphazard movement of your troops. The equipment you're searching for is in the basement. If you don't have enough equipment on your squad to disable all of the mines, ignore the upstairs and head for your objective.



Even if you can't disable the mines, you can still accomplish this mission. Toss a few grenades near the mines and let the building blow. Just be sure to keep your squad a safe distance from the building before the blast.



Get to the basement and retrieve the equipment, then leave the mission zone.

EYES ONLY!

## Communiqué from Headquarters

As expected, the radio equipment is exactly where Oberst Dirk Binder said it would be. However, he neglected to mention the wealth of information lying beside it. There are bank transfers made out to Major Alfred Newhouse, and other documents which leave little doubt that he is working for German intelligence, including the name of his contact and the German town where he resides.

# NORTH BRITAIN

## UK MILITARY WAREHOUSE

### OBJECTIVES

- I. Capture the leader of the assault
  1. Identify and locate the leader of the assault
  2. Knock the leader (Oberfeldwebel Karl Dressler) of the enemy squad unconscious
  3. Pick up the body of the unconscious assault leader
  4. Carry the unconscious assault leader out of the combat area



### BRIEFING

There is a large warehouse complex in this area. It operates day and night. Trucks come and go constantly. There is even a small railway station. The complex is heavily guarded by a large number of soldiers, who live in the nearby houses.



Barbed wire tops the fence surrounding the compound, preventing you from climbing over it. As you enter through the main gate, look out for German soldiers in the wooded area to the east of the main road. Keep your troops back by the gate until Allied soldiers thin out some of the enemy troops in the trees.



Push hard against the advancing enemy troops, preventing them from traveling down the main road from the tracks. Keep two of your best snipers near the front as you push the rest of the squad down the road to several waiting soldiers.

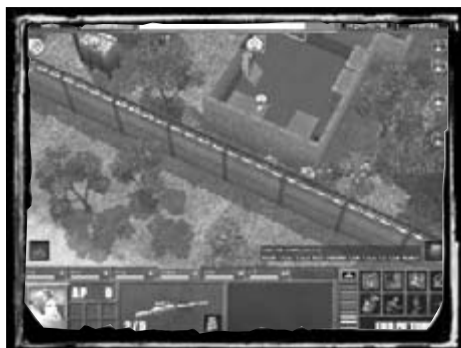


Eliminate the enemy soldiers in the wooded area east of the tracks, then move your snipers around the outside of the building, closing in on the German soldiers near the tracks.

## SEIZE THE BUILDINGS



Don't try to be a hero. There are plenty of Allied soldiers in this mission. Use them to your advantage to lead the fight against the German troops. Send at least one squad member down the street to help the Allied forces against the German troops at the tracks. Have your character on run, and use the truck as cover to reach the end of the street.



After clearing the wooded area, place at least one Allied soldier into the first building near the trees. From the back room, put a few enemy soldiers into your crosshairs.



Once you've eliminated the enemies by the tracks, the Allied troops near the gate turn their attention to the enemy troops in the back. Finish off any remaining enemy troops in the trees before moving down the

street to aid the other Allied soldiers. Because of the number of Allied soldiers in this small area, limit your grenade use until you're in a larger section. Try to focus on the grenade launchers when faced with a choice of targets.

## CAPTURE THE LEADER OF THE ASSAULT



After you've cleared the immediate area of enemies, look to the north and start searching the buildings beyond the confines of the barbed wired wall. Your objective is in this area if you haven't found him already. Once he's unconscious, carry the objective out of the combat zone.



EYES ONLY!

## Communiqué from Headquarters

Att: Special Operations—SE2

Re: Interrogation of Oberfeldwebel Karl Dressler

The German commando, Oberfeldwebel Dressler, wasn't very cooperative. Despite many hours of intensive interrogation, he gave up only a single piece of important information—the location of a previously unknown German intelligence base in a tiny English village. It has been determined that destroying this hive of enemy activity would pose a serious setback to German intelligence gathering in the area. Please feel free to do so, as soon as possible.

Lieutenant Randy Scott

British Intelligence

## ORGANIZATION'S STOREHOUSE

### OBJECTIVES

- I. Capture the documents about the purpose of the items stored here**
  1. Locate the documents
  2. Neutralize the person who carries the evidence
- II. Capture the information about foreign partners of this storage facility**
  1. Locate any messages from abroad
  2. Neutralize the person carrying the evidence
  3. Pick up the letter
- III. Obtain any clues that would reveal the people involved**
  1. Locate any documents containing the names
  2. Pick up the discovered letter

### BRIEFING

Hidden amongst the woods of the valley, there is a long-forsaken bomb shelter. It was built during the Great War but abandoned shortly thereafter. Recently, there have been signs of renovation around this encasement. The roads and the outer part of the shelter have been rebuilt. Obviously, there has been some discreet, yet intensive, activity going on.





Your starting point is very close to the enemies in this mission. Stay as far from the fence line as possible until you have your squad in position to launch the assault on the enemies near the gate.



Use explosives to blast the trucks on the road. The explosion clears the trucks that the enemy uses as cover, as well as (hopefully) injuring enemy troops.

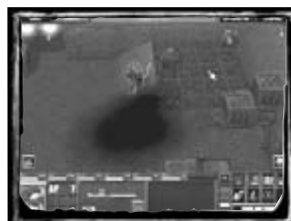
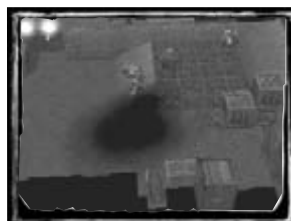


Split your squad to move up both sides of the central road, picking off enemy troops as you proceed. Use the natural cover of the trees to help evade enemy fire.



Clear the area of enemy soldiers, then check the trees behind the guard shack. Gather all squad members around the hatch. Open the hatch, and your squad travels to the next phase of this mission.

## PHASE II



Move your squad up to the first door and wait for the next turn before moving in. As soon as you get your troops through the door, split away from the center because the first thing you see in this room is the barrel of a very large machine gun.

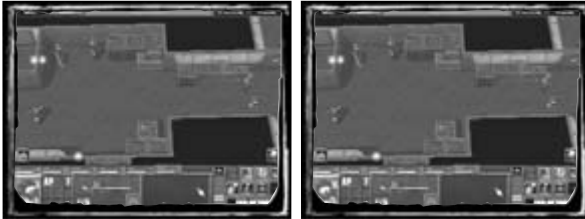
There are plenty of mines in this underground concrete hive. Have a skilled engineer in your squad to avoid any explosive tragedies.





## ALLIED MISSION: NORTH BRITAIN

### LOCATE THE DOCUMENTS REGARDING THE FACILITY AND NAMES OF THE PEOPLE INVOLVED



Avoid the barracks area for now and head to the west of the entry point to locate two of the objectives. Stay close to the walls as you proceed through the lower section of this installation. Heavy-caliber machine guns are shielded behind thick concrete walls. Stay prone and try to hide as much as you can to evade these threats.



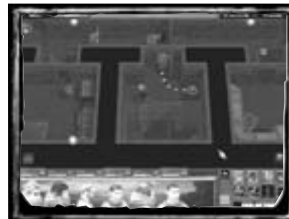
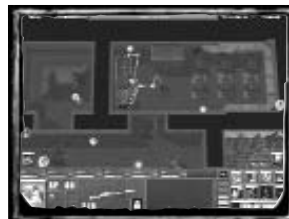
If the enemies from the lowest levels haven't already advanced onto your location, prepare for their appearance. A seemingly endless stream of enemy troops appears

from almost every corner. Don't rush into a hall that may be filled with German soldiers. Try to snipe the enemy gunners behind the machine guns and take over the big guns to help mow down any would-be attackers.

### LOCATE MESSAGES FROM ABROAD



Move two of your squad members into the barracks area while the remaining members set watch on both ends of the hall outside the barracks. Eliminate enemy troops within the barracks and find the individual carrying the documentation on foreign partners. Neutralize the soldier and take the information. Return to the hall and advance to the steps leading to the lower level.



The room north of the barracks is your next target. Deactivate the large machine, and the force field in front of the Panzerkleins drops. Watch out for enemy troops as you head down

the ladders to reach the lower levels. Drop grenades down ladder areas to wipe out any troops who may be heading up to your location.



There are some great weapons hidden in crates in the lower level; however, they're surrounded by very volatile barrels and tanks. Blow up the chests to scatter the goodies on the ground, then pick them up. Have a seasoned grenadier tossing the grenades, or your squad may become a permanent part of the landscape.

EYES ONLY!

### Captured Documents

The samples you sent were received and placed in a secure location. Regrettably, our exchange deal did not go as planned. Our German contact could not be reasoned with, and subsequently met misfortune. His replacement will be appointed soon. I have gathered enough closet skeletons to apply leverage to all of the potential candidates.

Alfred



EYES ONLY!

### Captured Documents

President Rainer Berger

Panzerklein Manufacturing Inc.

Switzerland

Your shipment of Panzerkleins was received. It has already been sent North. Should be ready to send within two days.

Give my regards to Hel,

Thor's chap

EYES ONLY!

### Captured Documents

The bulky folder contains a notebook, a number of blueprints, and a copy of the manuscript. The notebook is filled with barely legible notes by a Dr. Schteinberg. The blueprints are for an unfamiliar weapon and the specs of the platform it must be installed upon. The design of the platform has "AIR VACUUM REQUIRED" written across it in block letters.

Attached to the copy of the manuscript is a note. The handwriting suggests that it was also written by Dr. Schteinberg. It states that the original manuscript was discovered in a temple in Tibet over twenty years ago. Believed to have been written during the first millennium, the ancient journal describes the basic concept for the device depicted in the blueprints.

## A SMALL ENGLISH TOWN

### OBJECTIVES

- I. Capture the enemy special agent
  1. Locate the enemy special agent
  2. Knock the enemy agent unconscious
  3. Pick up the unconscious enemy agent
  4. Carry the unconscious enemy agent out of the combat area

### BRIEFING

Spared from bombardment, the town appears pristine and peaceful. If not for the numerous British soldiers walking the streets, one could easily forget that there is a war going on.



The town is divided between the Axis and the Allied troops. Use the cover of the town walls and the buildings to protect your squad from enemy fire. When you enter the battlefield, the Allies are almost nose-to-nose with the German troops. Your mission drop is behind enemy lines, enabling you to squeeze the enemy into the arms of the Allies.



Use stealth to move in on the enemy's blind side. While the Germans are busy defending themselves against the other Allied troops, move in behind them through the buildings and attack. Have an engineer in your group to unlock the doors that prevent smooth movement through the buildings in town.



A few well-placed grenades can dismantle a group of enemy troops quickly. Keep your squad back in case part of the wall blows, exposing your squad to retaliatory fire.



Once the enemies in the corner buildings have been dealt with, move up the street with the other Allied troops, pushing the enemy farther back down the street.





Move one or two snipers along the back of the buildings to reach the street to the north. When the German troops fall back around the corner of the building from the advancing Allies, the snipers you have in place can pick them off, retreating to the garden wall to grab a fresh clip.



The enemy agent should be on the second floor of the last building on the block to the west. Secure your objective and move your squad out after defeating the enemy.

EYES ONLY!

### Communiqué from Headquarters

The captured German agent mocks us. We are too late. He has already sent the secret documents to German High Command. He won't say anything more. He even refuses to divulge his name and rank. However, knowing the whereabouts of the stolen documents confirms his involvement. Further interrogation is probably best left to those with more time on their hands.

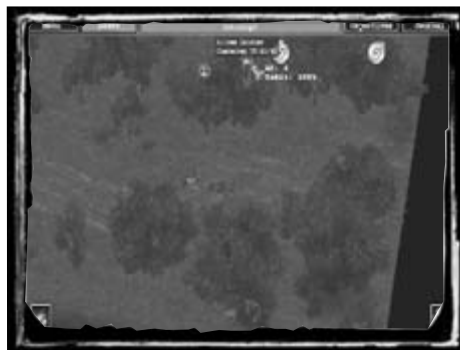
## AGENT'S CACHE

### OBJECTIVES

1. Find the target person
2. Knock the enemy agent unconscious
3. Pick up the unconscious enemy agent
4. Carry the unconscious enemy agent out of the combat area

### BRIEFING

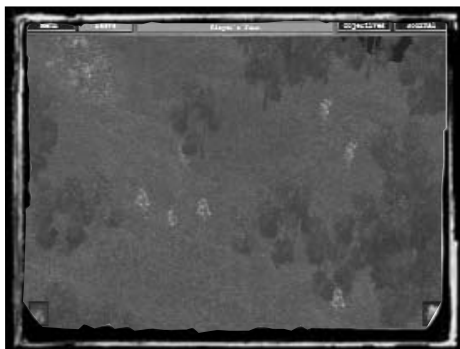
No briefing provided by HQ.



This should be a simple, straightforward mission for a squad that has the level of experience you've gained thus far. There are no buildings in this zone, so you needn't fear snipers on rooftops. There are many trees that you can use as cover as you move in on your targets; however, your enemy can use this for cover as well.

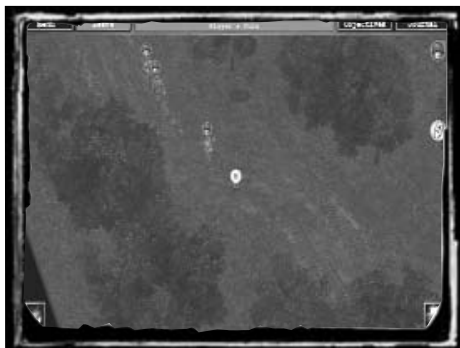


# ALLIED MISSION: NORTH BRITAIN



There are Axis soldiers in both corners of the zone, with your target objective standing in front of the truck. Take out the soldiers standing by the campfire away from the truck before moving in on your objective.

## FIND THE TARGET PERSON



Your target is not alone. Eliminate the Axis soldiers standing alongside the truck, then incapacitate your objective. Leave the combat zone and return to base.

EYES ONLY!

## Communiqué from Headquarters

Att: Special Operations—SE2

Re: Interrogation of Oberleutnant Heiner Kaufman

Your capture of Oberleutnant Heiner Kaufman may have solved our intelligence leak. During his interrogation, Heiner Kaufman stated that his orders came from Major Alfred Newhouse. We've had Newhouse under sporadic surveillance for some time. However, everything we've been able to gather so far has been circumstantial, or somewhat suspicious, at best. Now, we have concrete information that Major Newhouse is indeed working for the Germans.

Lieutenant Randy Scott

British Intelligence

## OLD ENGLISH MANOR

### OBJECTIVES

#### I. Arrest the alleged traitor

1. Locate the owner of the mansion
2. Knock the suspect unconscious
3. Pick up the unconscious suspect
4. Carry the suspect out of the combat area

#### II. Capture the intelligence on the German secret programs

1. Discover any intelligence on the German activities
2. Pick up the microfilm



**III. Capture any information that can point out the contacts of the colonel**

1. Locate any information about the contacts of the colonel
2. Pick up the letter

**IV. Obtain the information about the employers of the suspect**

1. Find any documents containing the orders from the enemy
2. Pick up the document

**BRIEFING**

This Victorian estate was once owned by English aristocrats. After the Great War, the family had to sell the house and land due to their mounting debts. The house was bought by a military officer. When war came again, the house was turned into his office. Now, it is a guarded military facility, from which the owner continues to work.



This mission can become a bloodbath if you don't act quickly and remain accurate with your weapons. Captain Henford believes you're the enemy impersonating Allied troops.



You may be surrounded, but you must prevail. Wipe out the troops surrounding your squad. They may be Allies, but right now it's either you or them.

**ARREST THE ALLEGED TRAITOR**



Split your team up to take both sides of the staircase to reach the second level, picking off more troops on the second floor landing.



Your objective, Major Alfred Newhouse, is upstairs in the back of the mansion in an office. Check out the communiqué to discover the intelligence on the German secret programs.

# ALLIED MISSION: NORTH BRITAIN

## DOCUMENT OBJECTIVES



Investigate all of the rooms upstairs to locate the remaining documents on your objectives list. Have your engineer unlock the doors to find the last objective, locating orders from the enemy in one of the bedrooms. If you come to a locked door that you can't open, toss a grenade near it to clear the path. After you clear your objectives, carry Major Newhouse out of the combat area and leave the zone.

EYES ONLY!

### Captured Documents

Loki,

I hear that our deal with the Germans has fallen apart. I will be expecting a detailed report from you explaining the exact reasons for this failure. Construction of our main project will begin soon. Your involvement is critical. I am depending upon you. You're the eyes and ears for planning our shipments. We cannot afford to have any cargo shipments intercepted!

Hel

EYES ONLY!

### Captured Documents

Loki,

Have I not made it clear that we are basing our entire shipping schedule on the intelligence you provide? Our very first shipment was sunk off the coast of Scotland! The loss of its cargo will cause an unacceptable delay to our plans. I'm looking into it, Newhouse ... British warships better not have been involved!

Hel



EYES ONLY!

### Communiqué from Headquarters

It appears Major Newhouse has been counted on to provide the patrol routes of British warships in the North Sea. Perhaps the recipient of this information has issued the money transfers? Determining the exact cargo of the ship sunk off the Scottish coast might shed some light and provide answers to your questions. However, the wreck is far too deep to consider any kind of salvage operation.

EYES ONLY!

### Communiqué from Headquarters

Despite the fact that all roads lead to Major Alfred Newhouse working for the Germans, there are too many oddities to ignore. Without a doubt, Newhouse is a traitor. Yet, his connection to German handlers seems rather suspect. Perhaps he is not working for the Germans after all? But if not them, then who?

EYES ONLY!

### Communiqué from Headquarters

Att: Special Operations—SE2—Squad Leader

Re: Interrogation of Major Alfred Newhouse

Let me start by thanking you. I owe you one. The opportunity to question Newhouse is the high point of my career. He admits to working for the Germans. Strangely, he claims to have been recruited even before the war began. He would not elaborate any further. Since that time, he has sent them everything of importance he managed to get his hands on. The information was forwarded through a German safe house in England.

Lieutenant Randy Scott

British Intelligence

EYES ONLY!

### Communiqué from Headquarters

Att: Special Operations—SE2

Re: Analysis of Recovered Microfilm

Counter-intelligence and our top scientific researchers have viewed the contents of the microfilm. Their joint conclusion is that the film depicts the testing of an advanced form of infantry armor with alarming offensive capabilities. Counter-intelligence added that one of their agents had recently intercepted documents marked "Der hochste Krieger," which referred to a similar weapon having been successfully tested. It is believed that these trials were carried out at a German testing facility, which is known to us.

Lieutenant Randy Scott

British Intelligence





## UK COMMANDANT'S OFFICE

### OBJECTIVES

- I. Capture the Enemy Agent
  1. Find the target person
  2. Knock the enemy agent unconscious
  3. Pick up the unconscious enemy agent
  4. Carry the unconscious enemy agent out of the combat area
- II. Report to the Head Officer
  1. Talk to Captain Rex Weller
  2. Report to Captain Weller when you are ready for battle.

### BRIEFING

A group of buildings on the outskirts of a small English town has been converted for military purposes. The local commandant's office is relocated there. Apart from the office, there are also living quarters for officers and a small mess area for the soldiers. The British military have gone to great lengths to ensure that the office, manned by roughly a dozen soldiers, operates with maximum efficiency.



Speak with the commander, Captain Rex Weller. Captain Weller is upstairs in the headquarters building on the second floor. After speaking with Captain Weller, move your troops into position.

## REPORT TO CAPTAIN WELLER



Put two good snipers on either side of the road, using the fence and nearby trees and bushes as cover. Place a sniper on the roof of headquarters, at a spot where both sides of the street are visible. Return to Captain Weller when your troops are in position.



## CAPTURE THE ENEMY AGENT



As the enemy troops move in, defend both sides of the mission zone and sneak another sniper to the last building east of headquarters. Your target objective is hiding in the living room. Open the window and disable Binder. Have your engineer unlock the door so you can carry Binder out.

**EYES ONLY!**

### Communiqué from Headquarters

Oberst Dark Binder is clearly concerned about his future. He immediately offered his full cooperation. First, he gave up the location of the German safe house used as a commando base to launch subversive operations. Then, he gave away the forest location utilized by German agents to stash their radio equipment to communicate with Central Command.





# HANNOVER

## GERMAN INTELLIGENCE HQ

### OBJECTIVES

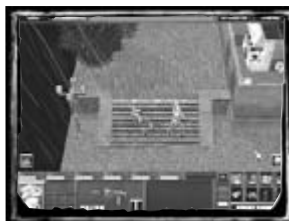
- I. Obtain any information about the destination of the reports from here
  1. Locate the documents about the further connections of this site
  2. Pick up the note
- II. Capture any communication documents on this site
  1. Discover any documents that can contain communication transcripts
  2. Pick up the coded message

### BRIEFING

The local headquarters of German intelligence is located next to the main square in town. The square is a favorite place for an evening stroll or a friendly stroll or a friendly chat in the local café for the town folks. However, these days you'll see more soldiers than civilians strolling in the area. There are the patrols, numerous HQ guards, and many more off-duty soldiers.



German troops are patrolling both sides and up the middle from your starting point. First things first—find cover. Split your squad up in teams of two and break apart to attack all three flanks. Use the trees for cover and let the enemy troops advance to you. If you take your time and choose your battles, each pair of teams can hold their own against the Germans.



Move two of your medium-skilled squad members to the side of the newspaper stand to engage enemy troops moving up the north street. Position two more squad members to the

south in a prone stance on the stairs. Place your final two squad members just south of the starting location, using the benches and media post as cover. From this location, you can return any enemy fire as troops move closer to your position.

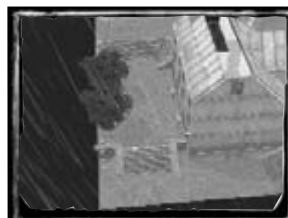


Use the stairs to the west as a natural cover against enemy fire. Lie prone on the stairs and sit up only to peel off a few well-placed shots at the enemies.

**NOTE** Once you get your teams moving, you may need to pull back reinforcements to cover the west flank. Multiple enemies may converge in this area, overwhelming a smaller group.



Stay close to the building, and move your two center squad members up the street and around to close in on the backs of the enemy troops firing from the plaza's center.



Eliminate the enemies in the center of the plaza, then move your troops from the center and the east sides cautiously toward the headquarters building. The squad

members who were near the starting point should join the other soldiers who were prone on the stairs to the south. As you move south down the path, hug the building's wall and look out for snipers positioned on the balconies of the headquarters building.

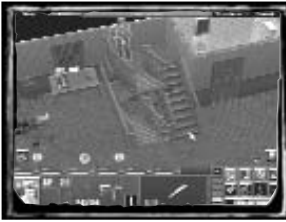
## LOCATE THE DOCUMENTS



Position sharpshooters across from the entrance of the headquarters building. Keep one man back to cover your advancing squad members. Look for enemy troops on the

balconies at the building's front and for snipers coming from either side of the building. If there are any remaining enemy troops, move the soldiers who are headed to the headquarters building down the street to fire on the enemy from behind. Stay along the wall of the headquarters building and you can snipe a few soldiers from the cover of the trees near the building.

# ALLIED MISSION: HANNOVER



Once in headquarters, split your team up to search the upper and lower levels. There are enemy troops on both floors. Proceed with caution as you open doors and retrieve the document objectives. Complete the objectives and leave the combat area.



EYES ONLY!

## Captured Documents

The note, found without the documents referred to, reads as follows:

The documents are to be delivered directly to Oberst Koch, German Intelligence—Special Division, at his country estate in Germany. They are for his eyes only! Not to be viewed by anyone else under any circumstance.

EYES ONLY!

## Captured Documents

Mimir,

One of our highly educated cubs has left the pack without permission. Sinbad has since joined the red foxes in the far North. His pelt is very valuable to me, and should be sought immediately. He spends most of the time in his lair in the Urals. It is a well-protected den, requiring a direct assault in order to penetrate its defenses.

Hel

## GENERAL BAUER'S HEADQUARTERS

### OBJECTIVES

- I. Capture any information on the prisoner's relocation
  1. Locate the documents on the fate of the abducted scientists
  2. Pick up the folder with the documents

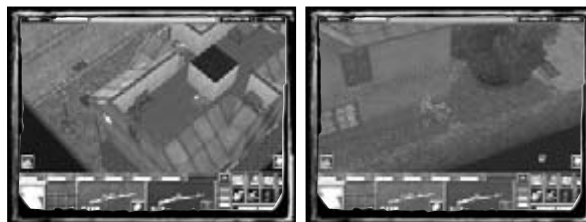


## BRIEFING

These headquarters were set up in a large and well-protected building that was constructed for that very purpose. It is located on the main road in the middle of the town. General Bauer, the commander of this facility, is a very hardworking officer who would often stay at work overnight. So when it was discovered that there may be a possible attempt on his life, and his home was deemed unsafe, the solution was simple. He moved into his headquarters, content that he would never have to leave his work.



You must capture the two buildings nearest your starting point to succeed with this mission. There are lots of German troops intent on wiping out your small party of six, and every move you make must be carefully considered and executed.



Move a solid sniper to the roof of the first building. Have this sniper carry a few grenades in case he encounters more than a lone enemy soldier as you ascend to the roof. Move two of your sharpshooters along the back side of the building near your starting point. Kneel and duck around the building's corner to peel off shots at enemy troops near the street's intersection. Have an engineer move through one of the back windows to unlock the building's doors, giving your squad the advantage of shooting from the relative safety of the building. Keep two of your squad members along the wall of the starting point to pick off any soldiers who may scale the wall around General Bauer's Headquarters.



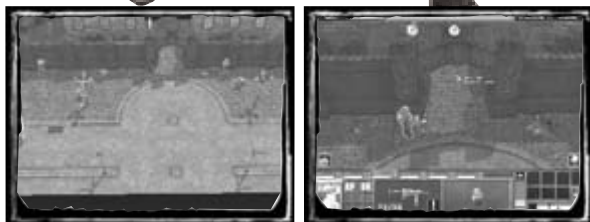
After you secure the building's corner, move your snipers closer to the intersection, using the trees as cover. If the enemy reinforces its position against your squad near the rear of the building, a few well-placed heavy grenades should clear the area of the Axis troops, as well as a few trees. Don't hesitate to pull back to the rear of the building and regroup with your other squad members if your snipers become overwhelmed.



## ALLIED MISSION: HANNOVER

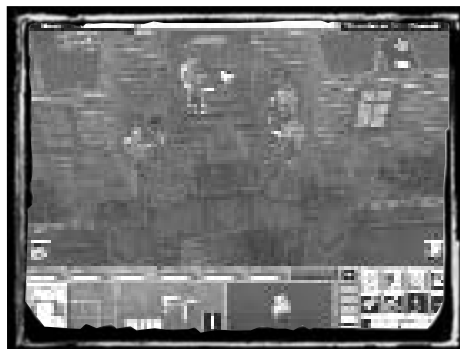


While the majority of your squad is fighting off the German advance in the rear, move a sharpshooter into position in the building's front. Take your time, stay low, and keep your eyes open for enemy targets. As soon as possible, move into the building and fire at the enemy through open windows.



After you clear the two buildings across the street from General Bauer's Headquarters, place your troops along the front wall surrounding the building. Toss a few grenades to clear the entry of enemy troops. Stay outside the wall and pick off soldiers as they clear the entrance.

### CAPTURE INFORMATION ON THE PRISONER'S RELOCATION



When the wall area quiets down, start moving your troops into General Bauer's Headquarters. If you adequately cleared out the two buildings near the starting point, you can sit outside the headquarters building without fear of being shot in the back. Be patient and let the majority of the enemy troops leave the building and come out to you.



Split up your squad members to approach the interior of the headquarters building from both sides and straight up the middle. Keep an eye and ear open for possible enemy troops in the trees on either side of the building.

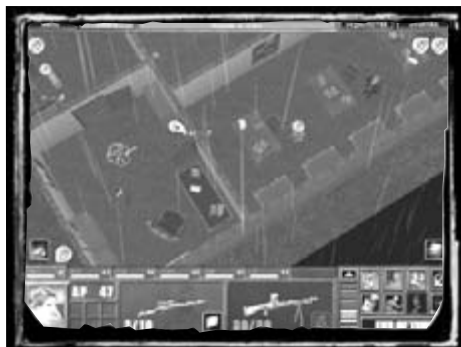




Clear the main floor of enemy troops, then split up your squad to take both sides of the staircase simultaneously. Clear the rooms on either side of the staircases and head for the stairs that lead to the roof.



There's a sniper or two perched by the windows on the rooftop. Approach each side with caution and mow them down.



Your objective documents are in the center office on the building's north side. Grab this final objective and head to the mission zone.

**EYES ONLY!**

## Captured Documents

General Bauer

As you requested, LOGGOOD has been transferred to our underground laboratory. It was not easy. I had to call in every favor I was owed! She is quite the piece of work, and could prove to be more of a nuisance than a blessing. Snatching her from the British may not be as beneficial to Germany as previously believed.

Emerald #6

# GERMAN STORE

## OBJECTIVES

**I. Capture any documents that will lead us to the enemy factory**

- 1. Discover the documents**
- 2. Pick up the pass**

## BRIEFING

For a long period of time this location housed an ordinary civilian warehouse. A few months ago, the authorities began converting it for military use. Yet, the process seems to be taking an unexplainably long time, and is still not finished. The civilians moved out, but the military has yet to move in. Currently, the store remains in a transition stage and is rather deserted.

# ALLIED MISSION: HANNOVER



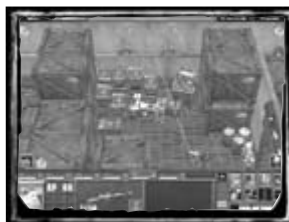
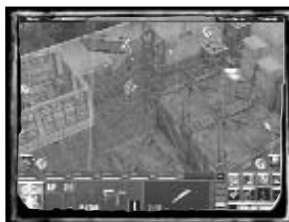
This area is anything but deserted. There are German soldiers very near your starting point who could fire on you at any second. Pick off the snipers on the rooftops before launching a full-scale attack on the soldiers standing in front of the facility.



You can't climb over the barbed wire fencing, but you can pick off several troops as you move around the fence to the west gate. You could blow the fence apart to move your troops in, but the element of surprise would be lost. Buy the extra time to snipe troops outside of the facility before bringing the entire facility down on your head. Move your squad as a group to better your odds of picking off enemy troops standing guard outside the facility.



Once you reach the facility, split your squad, sending three to the east door and keeping three at the west. By the time your west group has reached the inside overhead door, your east group will have infiltrated the facility, surrounding the enemies inside. Give your east group time to unlock the overhead outside door in case it's locked. Once everyone's regrouped on the east side of the facility, open fire.



Split your squad in half once more, with each side taking a staircase to the top floor. If one group is taking more fire than another, fall back and move in reinforcements. The documents you're looking for are in the upstairs office. Clean out the lockers in the barracks area and around the facility and leave the mission zone.

EYES ONLY!

## Captured Documents

A German weapons factory pass issued to a technician.

## GERMAN LABORATORY

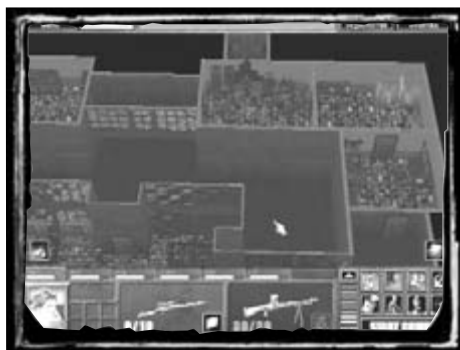
### OBJECTIVES

#### I. Rescue the abducted British scientist

1. Locate the scientist
2. Talk to the scientist
3. Protect the scientist on the way out of the facility

## BRIEFING

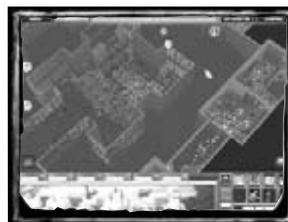
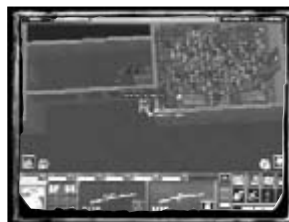
Behind the protection of the walls and guards of this facility, great minds have all the resources necessary to conduct their daring and advanced research. The results of their experiments may eventually be transformed into the latest technology, giving Germany an edge over the Allies. Therefore, every scientist working there is expected to make an extraordinary effort to achieve that objective.



With few exceptions, this facility is a maze of small rooms and narrow stairwells, intersecting into a large central area that houses very sophisticated-looking equipment.

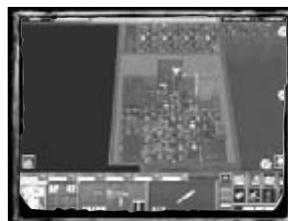
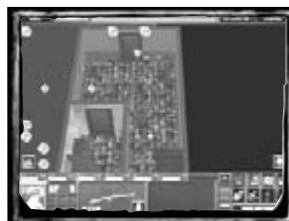


Split your squad in half, sending three to explore the small rooms west, then south of your starting point, and the other three to the east, then south. Regroup on the main floor near the central office.



There are moments during your troop movement where the group on the north has a better vantage point to pick off an enemy soldier to the south, and vice versa. Though this is good news for covering your other squad members, it also means additional enemy troops can take aim at you. Check out each new area thoroughly before proceeding through the facility. Use the windows lining the hallway as locations for possible sniper shots you can make on enemy troops.

## RESCUE THE SCIENTIST



When you reach the bottom level, split your squad and clear the offices of enemy troops. Your target rescue is on this bottom floor. Use grenades wisely or you may kill the very person you're trying to save. Keep your engineer handy to unlock several doors and lockers throughout this facility.



# ALLIED MISSION: HANNOVER



Speak to the abducted scientist hiding in an office on the lower floor. The good doctor is a little less than grateful to her rescuers; however, now that you have her, you must get her out of this facility in one piece. If you have eliminated all of the enemy soldiers in the immediate area, you are cleared to leave the mission.

## EYES ONLY!

### Communiqué from Headquarters

Att: Special Operations—SE2

Re: Debriefing of Dr. Elizabeth Locke

First, and foremost, I wish to take my hat off to you! Where you found the patience to escort and keep this woman alive is beyond me. So, with an appreciation for what you have already endured, I'll keep this as short as possible. Dr. Locke was kidnapped and forced to work in a German research facility. While there, she witnessed bits and pieces of a design for an extremely advanced armor system, which she termed as "futuristic." This armor was given, or sold, to the Germans by an unknown third party. After its capabilities were thoroughly tested, a prototype was sent to an abandoned warehouse in Germany.

Lieutenant Randy Scott

British Intelligence





# BRANDENBURG

## GERMAN MANOR

### OBJECTIVES

- I. Capture the German officer in charge of this facility**
  1. Locate the officer in charge of this facility
  2. Knock the German colonel unconscious
  3. Pick up the unconscious German colonel
  4. Carry the unconscious German colonel out of the combat area
- II. Capture the personal information of Colonel Koch**
  1. Locate any personal files of Colonel Koch
  2. Pick up Colonel Koch's personal files
- III. Capture any information about the contacts of Colonel Koch**
  1. Locate the documents containing the names of Colonel Koch's contacts
  2. Pick up the letter
- IV. Capture the information about the contacts of Colonel Koch**
  1. Locate any documents that name the contacts of Colonel Koch
  2. Pick up the letter

### BRIEFING

This impressive estate is the property and the primary residence of Oberst Helmut Koch. He bought the house and the adjoining land just before the commencement of the war, and has lived and worked there ever since. When he is home, the Manor serves as his HQ, bustling with the activities of military personnel. Even when his duties take him away from home, the house is guarded by soldiers under his command, and the aura of activity continues.

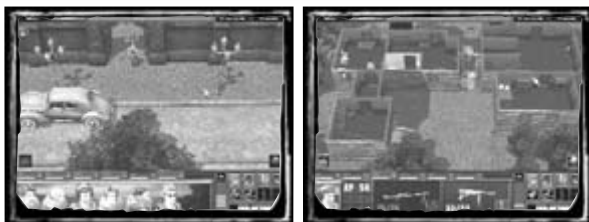


At the point of entry, stay in the corner and take out any enemies within your range. Stay close to the starting area and pick off the enemy troops as they exit the gated area. You can pick off the enemy troops in a calmer fashion without concern of being overridden by the enemy.





## ALLIED MISSION: BRANDENBURG



Once the flood of soldiers dwindles from the gated area to the north, start heading troops down the south road. Before you travel too far, another guard is spotted outside the gate. Eliminate the enemy near the gate and carefully proceed through the opening. Expect additional troops to show up as you go through the gate. Retreat to the outside of the wall and pick off the reinforcements as they appear; step into the courtyard and fire on the enemy, then retreat back outside the wall.

### CAPTURE THE GERMAN OFFICER IN CHARGE OF THE FACILITY



If you follow this strategy, you get a cutscene of a soldier speaking to Oberst Koch, explaining how more than half of the German troops have been lost and advising Koch to leave the facility. Send a sniper and engineer into the building to the west. Toss a grenade or two into the building before entering to wipe out any enemy troops that may be on the first floor. Your target objective is on the second floor and is guarded. Use the engineer to open any locked doors between you and your objective.



Two snipers should remain on the ground level to pick off any soldiers standing in the launch-pad area. Meanwhile, two other squad members can move to the east side around the building, providing cover for the two squad members coming up the center of the zone.



### RECOVER THE DOCUMENTS



Explore the other rooms in the buildings to pick up the document objectives, keeping your engineer alive and to the back of the squad—ready to diffuse any mines and open any locked doors to ease traveling between buildings.

**EYES ONLY!**

### Captured Documents

The file is titled Operation Silent Storm. Inside there are a number of documents confirming that Oberst Helmut Koch's allegiance lies with neither the Germans nor the British. Rather, he is working for some unidentified third force.

This is further confirmed by the following letter found in the file:

Heimdal,

I am appreciative of your efforts Helmut. Your position within German Intelligence has been a great asset to our operation. The top secret documents you intercepted from the British were an invaluable source of information. How are the shipments of Panzerkleins to England proceeding?

Keep up the good work.

Helena

PS. On a more personal note, I am finding it lonely and hard to be living on such an isolated island. Sweden is many days of travel from here. And, unfortunately, the distance has brought on the symptoms of homesickness.

**EYES ONLY!**

### Captured Documents

When is Lebedev expected to complete the testing on his latest research? Construction of our site on the island has already commenced. It is crucial he joins us here without further delay.

Helena

P.S. My patience is wearing thin! I can't even find my bloody code book!

Lieutenant Randy Scott

British Intelligence



**EYES ONLY!**

### Communiqué from Headquarters

Att: Special Operations—SE2

Re: Interrogation of Oberst Helmut Koch—The Latest

It's fair to assume that Helmut Koch forwarded the sensitive documents he intercepted from us, directly to the leader of the terrorist organization, rather than German Intelligence. Last night, while half-asleep, he disclosed the location of Thor's Hammer's secret research laboratory in Russia.



# ALLIED MISSION: BRANDENBURG

EYES ONLY!

## Communiqué from Headquarters

It is clear that Oberst Helmut Koch is not simply a German Colonel. This revelation is most certainly a concern to both sides of the war. Thor's Hammer, the organization he is aligned with, is in the process of constructing a major project. To date, all indications suggest its location is somewhere in the North Sea.

EYES ONLY!

## Communiqué from Headquarters

Att: Special Operations—SE2

Re: The Interrogation of Oberst Helmut Koch

Questioning Oberst Koch is like looking for worms in the Arctic. The amount of heat required to dig up anything makes the process almost futile. Yet, in this case, I have no doubt that the worms are there. Koch has far more knowledge of Thor's Hammer than he cares to admit. In a rare moment of weakness, he acknowledged participating in their extensive construction project, but claimed not to know where it is being built or why. He also identified Lebedev as a Russian scientist working for the organization, but again, he had no idea what Lebedev might be testing.

Lieutenant Randy Scott

British Intelligence

EYES ONLY!

## Communiqué from Headquarters

Att: Special Operations—SE2

Re: Interrogation of Oberst Helmut Koch

I believe we have discovered the key to unlocking the secrets of Helmut Koch. He is a man of pride. If doused with the right amount of humility, he feels compelled to announce his accomplishments. Not only is he working for Thor's Hammer, but he is responsible for its European Operations. A terrorist organization, he says, is involved in espionage and currently developing weapons far beyond the imagination of any participants in this war. As proof of their superiority, he disclosed the location of the Organization's warehouse in England.

Lieutenant Randy Scott

British Intelligence



EYES ONLY!

## Communiqué from Headquarters

Oberst Helmut Koch is indignant. He refuses to answer any questions. Instead, he spits at anyone close enough to hit. Perhaps, the interrogators at British Intelligence will have more luck.



**EYES ONLY!**

## Communiqué from Headquarters

Initial Analysis of Oberst Helmut Koch's Diary

Despite the many details concerning Thor's Hammer activities within the German Republic, the most interesting piece of information discloses the exact location of the terrorist's secret complex within Russia. From the journal entries, it is evident that Thor's Hammer is a well-organized force with established affinities on both sides of the war. Oberst Koch, according to his own words, holds a high and critical position within the organization. As a matter of fact, he documents at great length how Thor's Hammer would cease to function without him.

# GERMAN WEAPON FACTORY

## OBJECTIVES

- I. Capture the officer in charge of this installation**
  - 1. Locate the officer who commands this factory**
  - 2. Knock the enemy general unconscious**
  - 3. Pick up the unconscious enemy general**
  - 4. Carry the unconscious enemy general out of the combat area**
- II. Retrieve the information about the mass production of experimental weapons**
  - 1. Find the info about the mass production of the prototypes**
  - 2. Pick up the letter**

## BRIEFING

Many factories were built in Germany before the war. The country needed weapons and these factories churned them out as required. What differentiates this particular factory from the rest is its special purpose. This site has the honor of building the newest and most advanced weapon prototypes invented in Germany's top secret labs. To fulfill this purpose, every part of the site is equipped with the best tools, the best engineers, and the highest level of security.



Before starting your squad's initial movements, have each squad member scan the rooftops for snipers. You can pick off at least one from your starting point without spending too many APs to move into position for a clean shot.

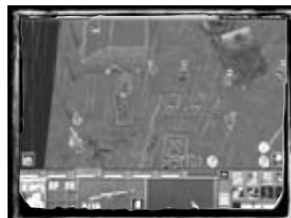
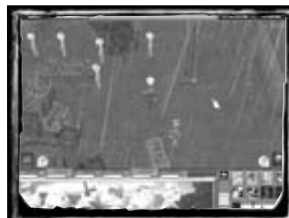


# ALLIED MISSION: BRANDENBURG



Split your squad to move half to the east and half to the west. The factory shows a lot of structural damage, which allows your squad members to squeeze through damaged walls to reach enemy troops. If you have one, move a Panzerklein up through the center to draw the enemies' attention while your remaining squad members split and move to the east and west sides of the mission zone.

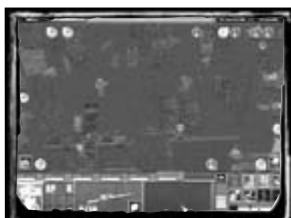
## CAPTURE THE OFFICER IN CHARGE OF THE INSTALLATION



The officer in charge of this installation is in the center of the mission zone, and he's not alone. He's in the northwest quadrant, surrounded by several snipers on the ground and

on the rooftops. Take two of your squad and move them around the exterior of the building to the west to come up behind this large group. Meanwhile, move your Panzerklein up the center to take the brunt of the attacks. While the enemy troops busy themselves with the Panzerklein, you can move in behind them and blast away. Keep an eye open for additional troops outside the fenced area on either side of the gate.

## RETRIEVE INFORMATION ON EXPERIMENTAL WEAPONS





Take the two snipers you moved to the east side of the building inside and thread them through the crates and machinery inside, picking off any enemy soldiers. Have them split their line of sight in order to see snipers in the offices on the upper floors.



Continue to move up, battling past the German soldiers to reach the offices near the building's upper-west side. Retrieve the documents inside and have these squad members rejoin the rest of the group to finish off any soldiers near the officer in charge of the installation. Take the officer and recovered documents to the mission exit and leave the zone.

**EYES ONLY!**

### Captured Documents

Der Hochste Krieger

Testing has been successfully completed on the Panzerklein prototypes received from Berger's company in Switzerland. We have also assembled and concluded dry runs of our Panzerklein production line. As I write this, our first Panzerklein is moments away from leaving the assembly line.

General Uwe Muller

Head of Military Research

**EYES ONLY!**

### Communiqué from Headquarters

Att: Special Operations—SE2—Squad Leader

Re: Interrogation of General Uwe Muller

Let me start by admitting a personal prejudice towards General Muller. There is something about his face that shines of deceit. However, he readily admitted to making a deal with a Swiss company run by Ranier Berger. The General agreed to send them German rocket propulsion technology in exchange for Panzerklein design specifications and a working prototype. Muller disclosed the location of Berger's company in Switzerland.

Lieutenant Randy Scott

British Intelligence

## GERMAN TESTING SITE

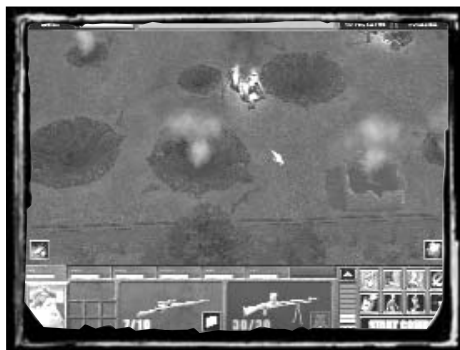
### OBJECTIVES

- I. Capture the personnel who can provide information about this site**
  - 1. Locate the person with the necessary information**
  - 2. Knock the technician unconscious**
  - 3. Pick up the technician**
  - 4. Carry the technician out of the combat area**

# ALLIED MISSION: BRANDENBURG

## BRIEFING

This site was extensively used before and during the Great War. However, it was abandoned shortly after the war came to an end. Nowadays, it is unsuitable for the proper testing of large modern weapons like tanks and artillery, due to its size and lack of renovation. Nevertheless, it is occasionally used for the testing of small firearms and experimental technologies.



The area north of your starting location is scarred with bomb blasts from a very powerful weapon. The facility is large but thankfully has only one lower level to infiltrate, as well as three upper levels containing offices and high-tech equipment.



You can't climb over the barbed wire fence, so move your squad to the opposite end of the compound to the gate. You can blast open holes in the fence if you don't like the idea of all that walking, but that could cost you a few precious sniper shots.

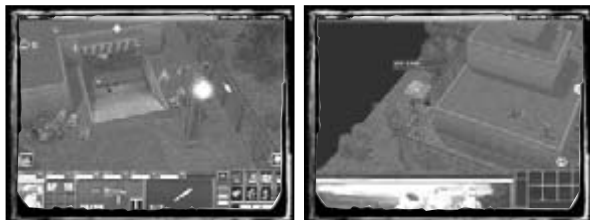


Inside the compound is a target-rich environment on rooftops and in back of the facility. You can pick off several enemies from outside the fence as you head to the gate. Use the trees as cover when the enemy troops return fire. You may fare better if you move your squad all together, having them group fire against the enemies you encounter to ensure a clean drop each time. However, this can be a risky strategy since, as a group, you're a larger target for enemy fire. If you choose to follow this movement, keep your squad leader to the back of the pack and space out your team enough so they're not shooting each other in the head.



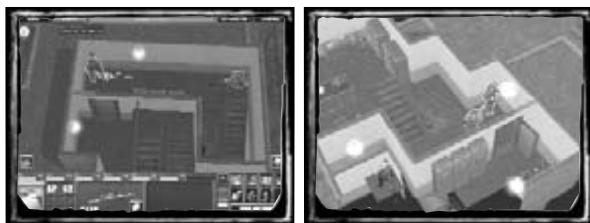
As you near the gate, focus on the rooftop snipers before clearing out the guards inside the gate. Use the trees outside the gate as cover from enemy fire until you can get your troops inside the gate.

## CAPTURE THE TECHNICIAN



Enemy troops surround your target objective in the storage hold inside the compound, east of the gate. You shouldn't have to split your team up to address the enemies within; most move in on your location when you open fire. Split your team up outside the ramp area, using only enough APs to crawl in to take a shot, then move back out of range again. Keep a spotter pointed at the office building on the west side of the compound to handle enemies attacking from the rear. Leave the unconscious body of the technician in the storage bay until you've cleared the office building of enemy troops.

## CLEAR OUT THE OFFICE



Split your team in half and move the groups up the stairway. It's a tight move up the stairwell to reach the enemy troops on the upper levels. Use your best sniper to pick off the soldiers on the landings as you move up your squads. Search out any lingering enemy troops in the building and return to the storage bay. Pick up the body of the technician and leave the combat area.

**EYES ONLY!**

### Communiqué from Headquarters

Unterfeldwebel Rolf Peters is more of a lab technician than a soldier. He proudly pronounces the personal tank tests successful. And, without a regard to its strategic importance, discloses the location of the German laboratory where the prototypes originated.

## GERMAN TOWN

### OBJECTIVES

- I. Obtain proof that the suspect was answering to the German bosses**
  - 1. Locate any suitable evidence**
  - 2. Pick up the remains of the agent's report**
- II. Capture the German spy**
  - 1. Locate the German spy**
  - 2. Knock the German spy unconscious**
  - 3. Pick up the unconscious German spy**
  - 4. Carry the German spy out of the combat area**

### BRIEFING

This modern town was conceived and built to cater to the comfort of the people who reside there. Two-story houses with balconies that open on to wide streets and the occasional patch of green dot this urban paradise. Yet, to the trained military eye, the task of protecting a VIP's tour through this town looks like the assignment from hell. There are large open spaces, and discreet escape routes, that make it ideal for an ambush.



# ALLIED MISSION: BRANDENBURG



This is a very nasty area teeming with German soldiers. You can't go far up the center street from your starting position without alerting the German soldiers in front of the center building on the town's north side. Stick to the sides of the buildings near your starting point and pick off any enemy troops as you go. There are also soldiers on top of the buildings who inflict serious sniper damage.

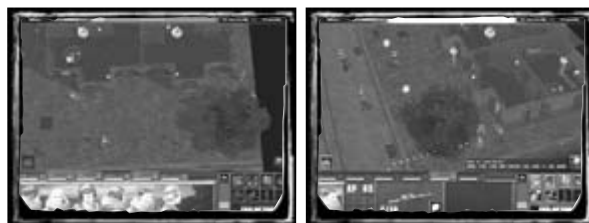
Before doing any serious movement of your squad, take cover. There are German troops north of your starting location who can pick you off where you stand in just a move or two. Your target objective is upstairs in the building in the town's northwest corner. You can either use this mission as a vehicle to gain some serious experience points for your squad members (if they survive), or try to do a grab and run.



Luckily, there are no windows on the backs of the buildings at your starting point. Split your team up, sending half to the west and half to the east. This way, you've split the enemy's focus, forcing a smaller mob movement on your troops.

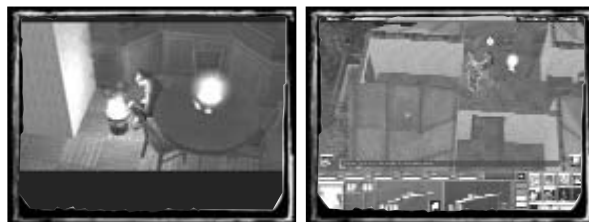
## NOTE

Hide and stealth are your greatest assets in this mission. Use silencers on your weapons and knives whenever possible to eliminate enemies standing between you and your objective. It's important to take your time and watch your back. There are no time limits on these missions. The point is to achieve your objective and get your men out alive.



You can't avoid a confrontation with the enemy. Getting into your target's building and out again without being spotted by an enemy soldier is virtually impossible given there are German soldiers inside and outside every building in town. If you've been spotted, and what seems like an entire brigade is closing in on your location, group your squads and use their combined force to eliminate the oncoming scourge. There's safety in numbers, and your odds improve on successful kill shots.

## THE GERMAN SPY AND THE BURNING DOCUMENTS



When you reach your target, you find him shredding classified documents. Seize the documents and knock Kruger unconscious. If you cannot see any enemies from your location, you can leave the combat zone from his hiding place. If enemy troops are advancing on your location, pick off any moving in and wait for the smoke to clear. Pick up the spy and leave the mission zone.



**EYES ONLY!**

### Captured Documents

General Otto Bauer

Head of Military Research

The situation has changed. British forces have increased the security arrangements for their researchers. This has slowed the pace of our work. It appears they are on to us. We will take the next scientist, when the opportunity presents itself.

Sapphire #11



**EYES ONLY!**

### Communiqué from Headquarters

Att: Special Operations—SE2

Re: Interrogation of Oberleutnant Heinz Kruger

A cooperative, Oberleutnant Kruger revealed the fate of many of our missing British scientists. Apparently, they were taken to the local German Intelligence HQ, where a Colonel Koch decided their fate. Those he deemed of value were assigned to his command and disappeared shortly thereafter without a trace. The others were transferred to various German laboratories. Heinz Kruger could offer no further assistance with regards to any of their present locations.

Lieutenant Randy Scott

British Intelligence

**EYES ONLY!**

### Captured Documents

Sapphire #11

It has been a long time since I have received any interesting documents from you, or word of your progress. Time is of the essence! I need a report immediately, specifying exactly what I can expect from you and when.

This is a priority.

General Otto Bauer

Head of Military Research

# SWITZERLAND

## BERGER'S FACTORY

### OBJECTIVES

#### I. Reveal the destination of the cargo from this factory

1. Locate any shipment documents
2. Pick up the shipment documents

#### II. Capture the owner of the factory

1. Locate the person who runs this factory
2. Knock the owner of the factory unconscious
3. Pick up the unconscious factory owner
4. Carry the unconscious factory owner out of the combat area

#### III. Avoid civilian casualties

1. Do not kill any civilians

### BRIEFING

The factory was built around the turn of the century. It developed a solid reputation for producing various types of farm equipment. However, it went through a period where there was a dramatic increase in the volume of supplies and goods going in and out of the factory. Recently, its level of activity appears to have returned to normal. The nature of this upswing in business remains unknown.

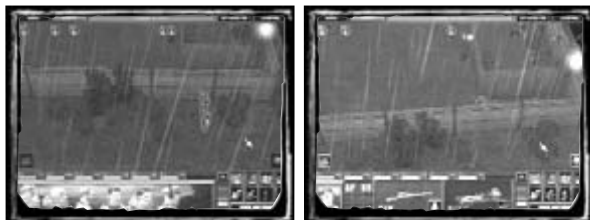


This is a large facility, requiring you to split up your squad in order to avoid any enemy troop surprises. If you have a Panzerklein, move it straight up the middle. Don't blast any areas around the volatile barrels. If the plant goes up, your game is over. There are many civilians inside the complex. Use your Panzerklein carefully. Due to the wide spread of fire, you could inadvertently hit civilians in your zeal to wipe out the enemy troops.

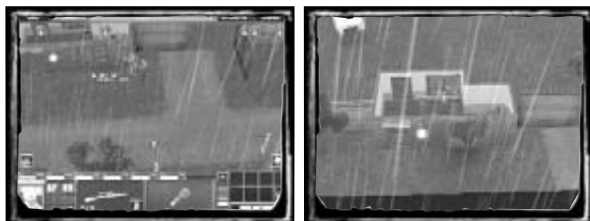


Once your Panzerklein has the enemy's attention, start splitting your group up before you send the Panzerklein in any farther. Take a grenadier and possibly your engineer to the west and camp them outside the window of the small structure near the gate.

## PICK OFF THE SNIPERS

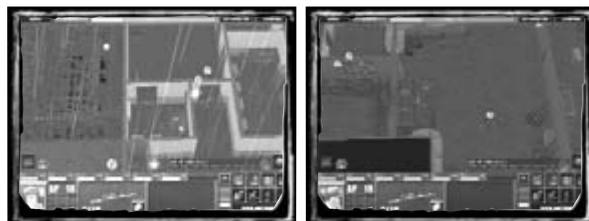


Take a sniper and your medic to the east and climb over the wall. Keep them kneeled until they have the APs to move up and pick off enemies along the outside of the buildings and the snipers on the rooftops. Keep your crosshairs on the soldiers outside of the buildings. A stray bullet missing an enemy target could zing past and hit a volatile barrel beyond. Don't take chances with the civilian population. Pick your shots carefully.



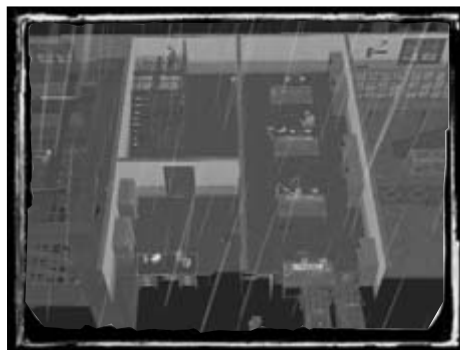
Once the majority of enemies are focused on your Panzerklein, you may see a soldier trying to exit the shed near the gate. Whether he does or doesn't, lob a few grenades at the shed and kill the soldier inside. Don't destroy the shed, as you can use it to pick off enemy soldiers advancing from the west side of the compound. Use your vantage point at the shed's door to shoot the soldiers standing near the truck. Leave enough APs to close the door afterward. This would be a good place to keep your squad leader. Keep him outside of the shed and away from enemy fire until you have the compound thinned out.

## AMBUSH THE FACTORY

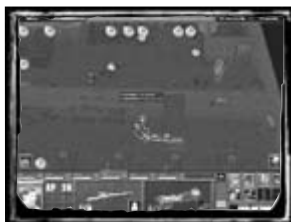
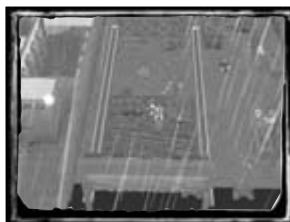


When the outside of the factory is clear, start moving your troops up the center and east sides of the factory. Any enemies who might appear from the west should already be eliminated. Depending upon how long it takes you to clear the compound, the enemy Panzerkleins may have ascended from the bottom floor of the factory.

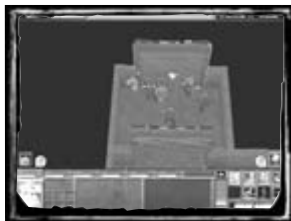
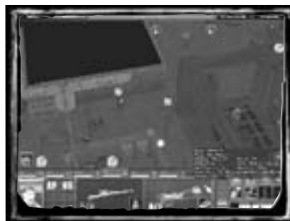
**NOTE** If you're an extremely patient player, you can wait for the Panzerkleins to come up from the bottom of the factory and destroy them in the open areas. The main drawback of this strategy is the risk to civilians, who have a tendency to gravitate toward dangerous areas in which to hide.



Try to wipe out this threat in the open and away from the stairway leading to the bottom floor of the factory. The area around the stairwell is tight, and if it's destroyed, you can't use it to move your Panzerklein downstairs. There are also several civilians in the offices around the stairwell. A strong blast destroying an enemy Panzerklein could very well destroy a few innocents as well.



The troops you move into the factory on the east side can drop to the lower level through the pre-existing opening in the floor. Move the two snipers you had near the east wall into this area to cover each other during their descent. There are enemy soldiers in each room of this lower level, so search each room carefully to eliminate any chance of ambush. There are also civilians in these areas. Again, you must choose your shots carefully and aim as precisely as you can to avoid hitting any barrels in the areas near the civilian populace.



The bottom floor holds not only the target of your quest, but also more enemy Panzerkleins. It's not essential to move your Panzerklein downstairs, as you can always pick up another one after eliminating an enemy soldier in one inside the factory. One of the fastest ways to open up the lower level and to gain an advantage over the enemy Panzerklein below is to grenade the hall in the office's first room. With the floor destroyed, you can sit your Panzerklein at the point of the blast and fire on the enemy Panzerklein below.

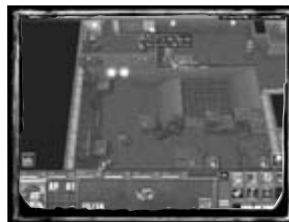
## BERGER'S FACTORY—PHASE II

Take your time when you enter the second area of the factory. Protect your squad members with stolen Panzerkleins, placing your squad leader in the back of the group. There are lots of enemy troops in the heart of the factory, but you don't have to worry about the civilians you dealt with on the upper levels.

There are plenty of new Panzerkleins sitting around waiting to be shipped out. Help yourself to these power-houses as you travel around this lower level.



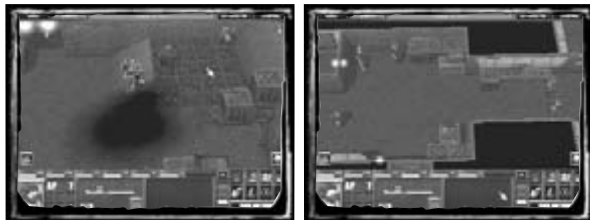
If you have a laser Panzerklein with ammo, put it in front to quickly pick off enemy troops facing your squad as soon as you enter. Keep two squad members on their feet to shoot other enemy troops to the side. Be sure at least one of them is a sniper so you can make each shot count.



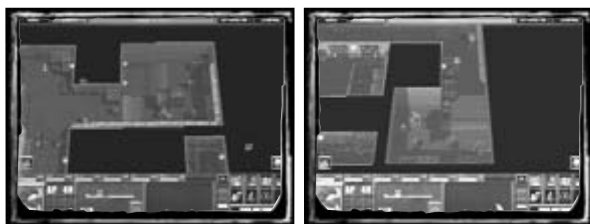
There are two soldiers in the office above the machine gun, as well as two Panzerkleins on the ledge to the right of the office. Use a laser-equipped Panzerklein to eliminate the immediate threat. Use the remaining squad members to pick off any enemy troops on the stairwell to the east of the entry point.



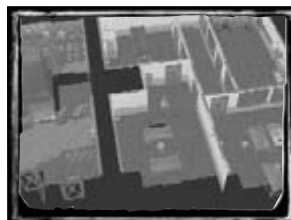
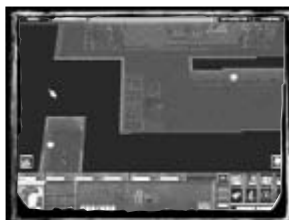
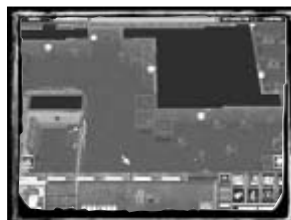
## DESTROY THE PANZERKLEINS



Move the squad up the ramp, putting your healthiest Panzerkleins on point. More soldiers flank the hall, ending with two more enemy Panzerkleins at the far end. After you clear this area of enemy threat, have your engineer diffuse any mines in the area and open up crates, collecting some serious firepower.

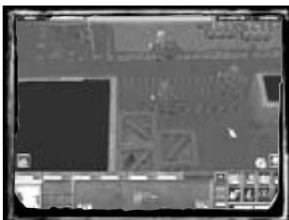
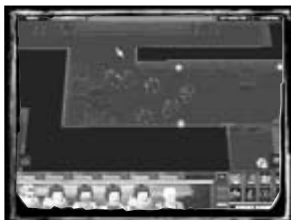


Have all squad members equipped with Panzerkleins before taking the ramp into the lower level. More Panzerkleins are at the back of the hall following the ramp. Don't bunch up your squad at the top of the ramp. A large gathering is an easy target for the devastating firepower of the Panzerkleins.



Move your squad down the long hall and wipe out the Panzerklein outside the office door. Another Panzerklein is at the other end of the hall. Eliminate both enemies, but don't

send your group past the end of the hall. For now, stay away from the caution strip on the floor. Have your engineer disarm the mines on the office room doors, and snag any equipment you can find inside the lockers.



Regroup at the end of the hall and move your squad as a group across the caution strip on the floor. The more you can move across at once, the better your odds of victory. As soon as you start moving troops across the caution strip, a barred wall is lowered, preventing anyone else from entering the area.

# ALLIED MISSION: SWITZERLAND

## CAPTURE THE OWNER OF THE FACTORY



The owner of the factory is on the other side of the large machine in the center of the room. If one of your squad members entered this area without a Panzerklein, snag the one here, being mindful of shots being fired from across the machine by the factory owner.



Trying to hit the owner from across the room is difficult at best, forcing you to cross under the active machinery to reach him. Time your movement carefully. If your soldier is hit by one of the blocks coming down, he will be stunned for several turns, unable to attack or defend.

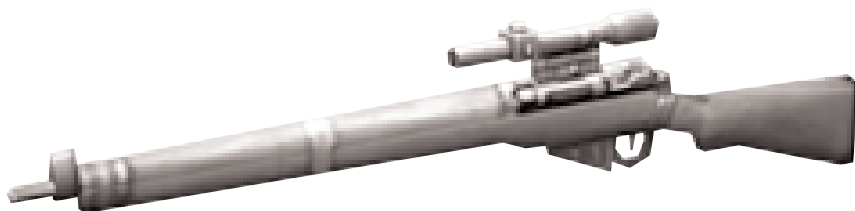


Send your grenadier up the ladder to the small platform at the west side of the machine. Toss grenades onto the factory owner, retreating far enough back to avoid taking any hits from his Panzerklein. The double attack of Panzerkleins and grenades soon renders him inoperable.

## LOCATE THE SHIPPING DOCUMENTS



After you disable the owner, have a soldier drop the Panzerklein armor and climb the ladder to the office in the corner to retrieve the shipping documents. Pick up the unconscious factory owner and leave the mission zone.



**EYES ONLY!**

### Captured Documents

The file is entitled "Shipment Route." Opening it up reveals a foldout map of the Atlantic Ocean and surrounding seas. The sketched route shows a cargo ship leaving from a Russian port. Its final destination appears to be a small, remote island in the North Sea. Along the route, precise waypoints are designated with arrival and departure times for each. The expected routes of British patrol boats are outlined in red. The file also contains a series of directives and procedures. One is repeated often, "Under no circumstances is the ship to be intercepted and boarded by any foreign authority."

**EYES ONLY!**

### Communiqué from Headquarters

Att: Special Operations—SE2—Squad Leader

Re: Interrogation of Rainer Berger

Rainer Berger is a highly positioned member of Thor's Hammer. An engineer by profession, he rose through its ranks to gain responsibility for Panzerklein production throughout Europe. Despite his insistence that his sole objective was scientific knowledge, Berger is extremely familiar with the organization's agenda and intentions. He identifies its leaders as Helena Hellsten, Oberst Helmut Koch, and Ivan Fedorovich Lebedev. They are constructing a complex on an island in the North Sea. It is their intent to have it completed by the end of the war. For that is when, according to Berger, the world will be at its weakest.

Lieutenant Randy Scott

British Intelligence





# URAL MOUNTAINS

## UNKNOWN COMPLEX

### OBJECTIVES

#### I. Capture the information about the German partners of this installation

1. Discover any documents about German partners of this research center
2. Pick up the notebook

#### II. Capture the commander of this industrial complex

1. Locate the leader of this facility
2. Knock the leader of the factory unconscious
3. Pick up the leader of this installation
4. Carry the captured person out of the combat area

#### III. Retrieve any information of the logistics of the organization

1. Locate any documents on the logistics of the factory
2. Pick up the letter

#### IV. Capture any information about the research on this factory

1. Locate any scientific research documents
2. Pick up the folder with the documents

### BRIEFING

An unidentified industrial complex in the Ural Mountains region that presumably belongs to the renegade organization.

Rocky terrain and grenade launchers are just two of the obstacles you face on this mission. The enemy troops in this mission are brash. Don't be surprised if you're suddenly face-to-face with a grenade-toting enemy ready to blast you out of the area.

The purpose of this mission is to get in, collect information, and get back out. Eliminating all of the enemies would be nice, but in this case, it's not necessary. You're up against powerful Panzerkleins. Save your ammo and infiltrate the facilities, collecting the information you seek.



Take out the gunners near the heavy artillery by the rock wall first. If the enemy gets a clear shot at you, it won't take much to completely wipe out a party member. Stay back on the south side of the rock wall and pick off enemy troops as they appear from the compound.





Move two of your best snipers and a grenadier to the west wall. There are several enemy troops, including one or two wearing Panzerklein armor, who can quickly wipe your

men out if you're not careful. Watch your APs and slowly move up the rock face. There's also a sniper in a guard tower in the northwest area within the factory compound. Don't overlook this threat as you move your troops in.



Take the troops you had on the east wall and move them up the rocky crag. Split the troops to put one good sniper toward the building's front corner and the remaining squad

members around the back. When you reach the building's back corner, pick off the soldier in the guard tower on the east side of the factory in the compound.



## STORM THE BARRACKS



There are German troops inside the barracks and on the roof. Have your soldiers move to the front as quickly as possible, eliminating the troops inside the building as they appear. Use the sniper you left near the front corner of the barracks as cover against any additional enemy troops who may move in on your position from the complex.



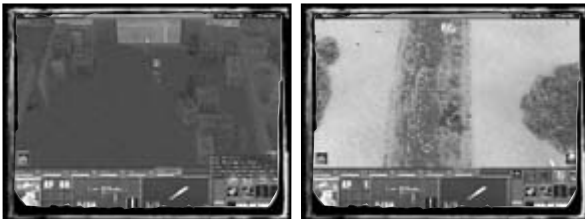
Have the troops on the clearing's west side lay down cover fire for any additional enemies that may attempt to leave the complex and move in on your troops at the barracks. Use aimed shots against these soldiers. If you hit one of the explosive barrels near the entrance to the complex and the building explodes, your mission will be lost. There are snipers on top of the complex as well. Move in as close as you can to eliminate this additional threat while keeping your squad members safe from the firepower inside the complex.

# ALLIED MISSION: URAL MOUNTAINS

## CAPTURE THE PANZERKLEINS



There are two unmanned Panzerkleins sitting in front of the barracks. Seize them as soon as you can to arm yourself against the heavy assault that's about to move into the compound.



With a little luck, your squad will be in position when the enemies' Panzerkleins begin moving out of the complex. Position your troops in covered areas as best you can, using the captured Panzerkleins at the point position to take the brunt of the attacks.

## CAPTURE THE COMMANDER OF THE COMPLEX

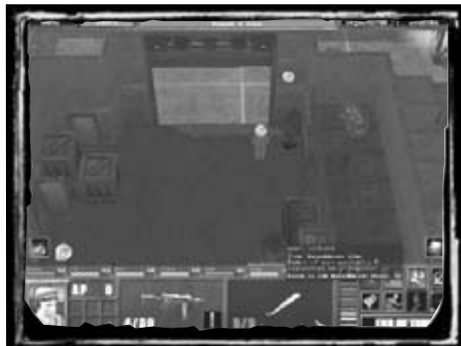


One of your objectives is to capture the commander of this complex. Unfortunately, this individual is inside one of the Panzerkleins that emerged from the complex. This is where your mission can get even trickier than it's been thus far. If you completely disable this Panzerklein, or even critically wound the commander, in a few short turns he will alert the soldiers in the complex to destroy the factory, putting a quick and unsuccessful end to your mission. Keep the Panzerkleins out of a direct line of fire from the enemy Panzerkleins as best you can, destroying the Panzerkleins not manned by the commander. Use the sniper you left at the front corner of the barracks to pick away at the commander's armor, retreating to the side of the building after each attack to avoid hits by the Panzerklein.

## RECOVER THE DOCUMENTS



Move one of your squad members from the west side of the compound to assist with suppressing fire against the enemy troops attacking the squad members near the barracks, and move the remaining two squad members into the complex. Expect plenty of resistance from enemy troops still inside the complex.



The complex isn't easy pickin's; the halls are crawling with German troops, so proceed through the area slowly and choose your shots carefully.



All of the documents you need to accomplish your objectives are in two offices on the complex's top floor. Thankfully, there are no Panzerkleins upstairs, so two experienced soldiers can infiltrate the complex and retrieve the documents without much difficulty. Once you have the documents, leave the facility, watching your APs to ensure you reach cover at the end of each move.

## MISSION WRAP UP



Quickly move your snipers with the documents out of the complex and toward the rocky crag. By this time, the commander is at least lightly damaged. Run all nonessential personnel to the starting point. If you have enough time, you can move a captured Panzerklein to the starting point, but that shouldn't be your main objective.



Have your remaining squad members move south, luring the commander and his Panzerklein to your location. It's not necessary for you to continue to ping away at him. He should willingly chase you as long as you're still a viable target.





# ALLIED MISSION: URAL MOUNTAINS



After the commander clears the rocky crag, start blasting away to disable him. As soon as he's vulnerable, he orders the destruction of the facility. Quickly grab the commander from the Panzerklein and take him to the mission starting point to successfully conclude this mission. If you use too many turns to get him to the zone out point, the facility will explode and your mission will fail.



EYES ONLY!

## CAPTURED DOCUMENTS

The journal contains a number of blueprints for rocket engines and delivery capsules. Lebedev's accompanying notes suggest that despite his best efforts, he has yet to find a design capable of sending a projectile and its payload into orbit. However, a second glance catches that a number of seemingly conclusive pages have been intentionally torn from the journal.

EYES ONLY!

## CAPTURED DOCUMENTS

Surt,

Due to the loss of the last shipment, we are in dire need of replacement supplies. This situation is to be your priority. Make the necessary arrangements, so that these supplies are received before the twentieth of the month. Failure to do so will place our entire operation at risk!

Hel

EYES ONLY!

## CAPTURED DOCUMENTS

Despite serious setbacks, our deal to exchange the Panzerklein design for German rocket technology has finally been completed. The initial Panzerklein prototypes, produced here in Russia, were delivered to the Germans, shortly after General Bauer was removed and a more sympathetic General Muller took his place. Since then, a German factory has been successfully producing Panzerkleins. Ironically, some of the finished Panzerkleins are being stored in our warehouse in England, before making the journey north.

Hope this brings you up to speed,

Mimir



**EYES ONLY!**

### COMMUNIQUE FROM HEADQUARTERS

An independent force, uninvolved in the current war, has been mining a rare mineral in the Russian Urals and shipping it to an unknown destination. Additional evidence suggests that this organization is developing a rocket capable of sending a significant payload into Earth's orbit. However, their reason for doing so remains unclear.

**EYES ONLY!**

### COMMUNIQUE FROM HEADQUARTERS

Att: Special Operations—SE2

Re: Interrogation of Lev Kirillovich Orlov

Lev Kirillovich Orlov, head of the research lab, has been surprisingly cooperative. Perhaps, too much so. His technical vocabulary and need to provide minute details of every issue left us nodding in agreement to many things we didn't understand. In basic English, Thor's Hammer has been mining a rare mineral from the Russian Urals. The mineral is a necessary component in the production of Panzerkleins, a highly advanced combat suit designed for the organization by a Russian engineer named Lebedev. Orlov was excited to tell us that Lebedev had recently carried out rocket research at his facility. However, after a couple of days, he left for Switzerland to work with a Mr. Ranier Berger.

Lieutenant Randy Scott

British Intelligence



**EYES ONLY!**

### COMMUNIQUE FROM HEADQUARTERS

Thor's Hammer has been extracting a rare mineral from the Urals, without the knowledge of the Russians. Based on previous reports, the organization is building a major installation somewhere in the North Sea. Perhaps, this unique element is a necessary component for their mysterious project?

## RUSSIAN MILITARY FACTORY

### OBJECTIVES

I. Obtain information from the Russian Scientist

1. Meet with Michail Sinitsyn
2. Protect the life of Mr. Sinitsyn

### BRIEFING

This is just one of many manufacturing and research facilities that were relocated to the Urals when the war began. Far from the frontlines, these factories are free to safely forge the might of the Red Army.

ATTENTION! To avoid unnecessary exposure of the classified technology, you must not use Panzerkleins in this area!



Unfortunately you must leave those great Panzerkleins back at the base and use the old-fashioned weapons on this mission. Speak to the lab assistant and ask to see Mikhail Sinitsyn. As you make your way through the factory, unexpected and unwelcome guests arrive.

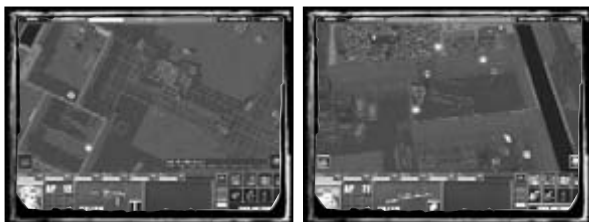


There are volatile barrels all over the factory, so use aimed shots when necessary, or at least have a clear shot at your target without fear of turning the factory into rubble. Since your troops are already in position, use crossover shots to hit the enemy troops infiltrating the factory.



Move your squad forward, toward the door blast and pick off any additional troops in the area. Leave enough APs to return to a covered position after taking your shot.





After clearing the bottom floor, move part of your squad to the stairwell and confront the soldiers on the upper levels. Keep your troops out of the line of fire from snipers in the offices on the upper floors. Send another group to the offices on the second floor and search out enemy troops. Keep the doors closed to the stairwell until you have enough APs to pick off any enemy soldiers inside. Have an engineer in your group to unlock the doors leading to the offices.

## PROTECT THE LIFE OF MIKHAIL SINITSYN



Mikhail Sinitsyn is on the first level of offices in the factory. Before moving him out of the office, clear out additional enemy troops inside the factory. Keep your engineer busy opening locked doors and diffusing mines. Keep one soldier with Mr. Sinitsyn to keep him safe as you take the rest of your squad through the factory to clear out any remaining enemy soldiers. Have your squad leader speak to Mr. Sinitsyn.

**EYES ONLY!**

## Obtain Information from the Russian Scientist

Mikhail Valerievich Sinitsyn embarks on a painfully long explanation of his personal history. He used to work as an engineer for an organization known as Thor's Hammer. He was assigned to work for Ivan Lebedev, the head of a secret weapons lab in the Urals. Mikhail pinpoints its location on the map.

According to Sinitsyn, it didn't take long for him to realize that Lebedev had a hidden agenda. So, upon being granted his first day pass, he opted not to return to the weapons lab. Knowing that Ivan Lebedev would come after him, Mikhail sought the protection of the Red Army by volunteering to be a research engineer at a Russian weapons complex.

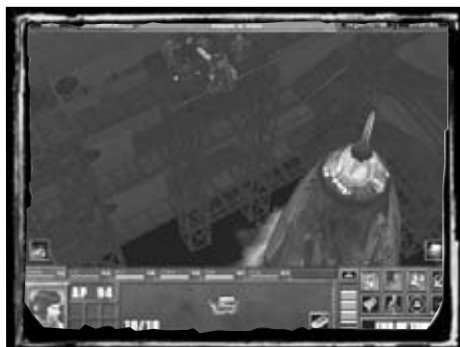


# THOR'S HAMMER'S BASE

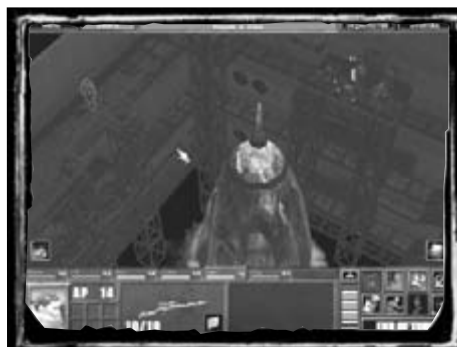
## END MISSION— ORGANIZATION BASE

### OBJECTIVES

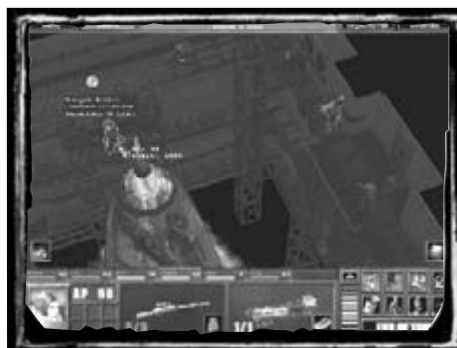
- I. Prevent the launch of the orbital weapon
  1. Destroy T.H.O. leader's Panzerklein
  2. Eliminate the T.H.O. leader
  3. Get the key for the emergency exit
  4. Escape the launch bay



There are six floors of scaffolding you must descend safely in order to destroy the Panzerklein. Keep your best shooter to the back of the group if you're all clad in Panzerkleins, with enough APs left over to pop any would-be killer.

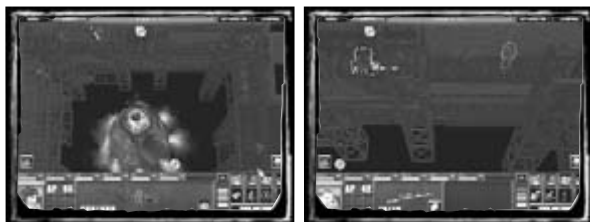


Sending a sole non-Panzerklein-clad soldier ahead of the squad may flush out any potential snipers. Just move cautiously to avoid losing the soldier taking point.



Move your squad as singles around the scaffolding. It's slow going, but it's the best strategy. You need to keep a squad member on all sides of the missile. This way, whichever side Helena appears on, you have at least one squad member who can peel off a shot at her.





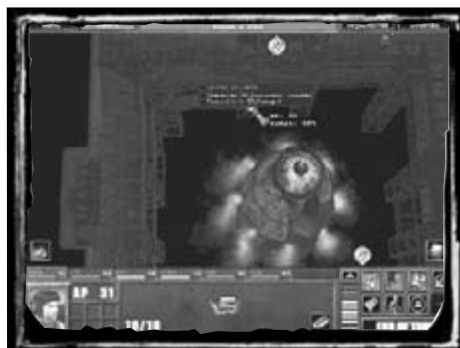
Do not move your group together down the scaffolding. If Helena manages to knock one of your squad members unconscious, the rest of your Panzerklein-clad squad members can't move past him if you're stuck on one of the narrow passageways. If one of your squad members dies, take the person behind him out of his Panzerklein and move the now-unneeded tool off to the side in a wider area of the scaffolding, allowing the remaining squad members to continue their descent.



## DESTROY T.H.O. LEADER'S PANZERKLEIN

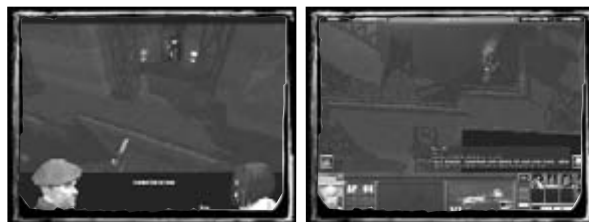


Continue to blast Helena whenever she appears, wiping out any snipers coming out of the doors as you head down the scaffolding.



Before you reach the end of the scaffolding, have all of the squad members give whatever extra grenades and ammo they're carrying to the squad leader. Critically damaging Helena's Panzerklein stops her attacks. At this point, your squad leader breaks off from the rest of the group to meet Helena face-to-face. Make sure your squad leader stands a chance against Helena; give him everything you've got.

## DESTROY THE T.H.O. LEADER



Helena doesn't waste any time initiating an attack against you. As soon as you have control of your squad leader, switch your movement to run to make the most of the APs you have.



## ALLIED MISSION: THOR'S HAMMER BASE



Use your laser weapon to peel off a shot at Helena after securing a position of relative safety. The laser's going to eat up all of your remaining APs, and you don't want to be open to Helena's assault.



Helena isn't afraid to run right up to you and blast you with a steady stream of machine-gun fire. If you don't position yourself behind some protection, this will be the shortest battle in history.



Even if you don't inflict a lot of damage with each shot, you must be the last person standing at the end of this battle. Place well-aimed shots against your nemesis and keep on the move to avoid any retaliatory hits.

### GET THE KEY AND ESCAPE THE LAUNCH BAY



When Helena's down for the count, search around her body for the key you need to get out of this area and disable the missile.



With the key in hand, move to the door opposite the room's point of entry. Your squad leader disables the missile, thereby saving the world. Congratulations.

**EYES ONLY!**

## FINAL COMMUNIQUE

It was not the enemy you expected to find, or the war you had been trained to fight. Yet, that is no longer a concern. Thor's Hammer, under the command of Helena Hellsten, has been defeated. The mission you were originally assigned has been completed successfully. The terrorists' plan to take advantage of the inherent weaknesses of a world at war has been terminated.

The privileged knowledge of Dr. Schteinberg's research into the ray weapon, based on an ancient manuscript discovered in Tibet, and the Russian scientist, Dr. Lebedev's, advancement in armored combat suits, later named Panzerkleins, fueled Hellsten's grandiose ambitions and gave rise to Operation Silent Storm.

All the organization lacked was the rocket propulsion technology to get their deadly payload into orbit. Since acquiring it would allow them to compromise the security of any nation in the world, Thor's Hammer was prepared to go to any length to do so. This included kidnappings, assassinations, infiltrating the German and British military establishment, and exchanging their Panzerklein technology for German rocket research.

**EYES ONLY!**

Hidden in the fog of war, Oberst Helmut Koch and Major Alfred Newhouse were perfectly positioned to carry out the organization's plan. However, the aggressive abductions of scientific personnel drew the attention of Special Operations—SE2. And, unfortunately for Thor's Hammer, an extremely capable squad leader was given the assignment to investigate.

Congratulations! You have shown the professionalism of a dedicated soldier and have persevered with honor. Your determined efforts uncovered the terrorists' agenda and your bravery ensured that they failed.





# AXIS MISSIONS: SOUTH BRITAIN

## UK LABORATORY

### OBJECTIVES

**I. Obtain the information on the laboratory contacts in the military**

**1. Locate the documents containing the names of the contacts**

**2. Pick up the report draft**

**II. Capture the head of this research facility**

**1. Locate the head of this research facility**

**2. Neutralize the person carrying the evidence**

**3. Pick up the unconscious scientist**

**4. Carry the scientist out of the combat area**



### BRIEFING



The laboratory occupies an old and somewhat dilapidated manor in an isolated area far from any major roads or settlements. Over the course of the past few weeks, there has been an increase in military and civilian movement around the lab. It appears, for some reason or other, that security has been greatly tightened at this facility.



The drop point is on a small dirt road that leads to the front steps of the enemy building. A direct assault is risky, so lead the squad through the woods on the road's left side toward the wall that surrounds the house. Sneak over the wall to the side of the house to find a large hole, which makes it easy to sneak past the guards. Hang back and pick off enemies as they enter the main hallway, but have someone watch the nearby corners for wandering soldiers coming to assist the troops inside.



## CAPTURE THE HEAD OF THE RESEARCH FACILITY



It's apparent that your squad isn't alone. Another German force is attacking the building and attempting to kidnap the scientist in charge of the research facility. Don't be fooled by their uniforms. These troops aren't German, and they'll open fire when they see your squad. They're headed for the hole in the side of the building, so block their progress. At some point, the fake German troops encounter the Allies within the building. Use this to your advantage. Pick them off from behind while they're distracted.



It's impossible to know exactly where you'll find the enemy troops fighting. At times they battle on the first floor, but usually they meet in the hall on the second floor. The renegade soldiers start in the research lab located in the main building's basement. The soldier carrying the unconscious scientist is slow to move and unable to attack. If you move quickly, the fight may be over before he even leaves the

basement. Otherwise, look for him on the second floor or the stairs leading down to the laboratory. If you take your time entering the building, the Allies will probably kill the renegade soldier carrying the scientist. If this happens, look for a body with an "I" icon floating over it. This is the target scientist.



Once the scientist has been acquired, carry him to the edge of the mission area unless you've eliminated all hostile units. If enemy reinforcements haven't arrived, try to sneak the scientist out the back gate. Watch out for one enemy on the opposite side of the gate as you exit. If the reinforcements have arrived and been eliminated, it's usually safe to carry the scientist out the front door and down the dirt road. Beware of a lone Allied soldier who remains on the road to warn the reinforcements of an attack from behind.

## OBTAIN INFORMATION ON THE LABORATORY CONTACTS IN THE MILITARY



The documents containing the information regarding laboratory contacts in the military are on the second floor of the building. You can take them without much (if any) fighting, especially if the enemy forces engage on the first floor instead of the second story hallway. Pass through the hole in the building's side and climb the stairs on the left. Enter the last door on the left to find the documents sitting on a table.

# AXIS MISSIONS: SOUTH BRITAIN

EYES ONLY!

## Captured Document

TO: General Richard Delton

Major Alfred Newman (or Newhouse?)

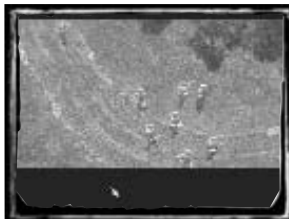
Recent Advances in Rocket Propulsion Systems—  
First Draft

I am proud to announce that we have achieved a major breakthrough in our ability to launch projectiles over distances previously believed impossible. Repeated testing has proven the reliability of our new propulsion system. We are currently experimenting with various payloads to accurately predict (assess) the limitations (potential?) of this discovery.

Professor Phillip Compton

# Note: Alfred wanted it sent to his estate in England as soon as possible. (side note)

## ALLIED REINFORCEMENTS



At some point during the mission a small Allied squad arrives on the dirt road to reinforce the Allied troops inside the building. Move quickly and get soldiers in position to stop

the reinforcements as they arrive. On the first floor near the main entrance, there's a large, stationary machine gun. Quickly get a soldier to this gun and hold the enemies back as they enter the courtyard. Have someone watch the soldier's back if enemy soldiers still roam around the building.



The second-floor rooms overlooking the dirt road offer an excellent view of the arriving reinforcements. Stick a sniper in the center window and pick off enemies as they near the wall.

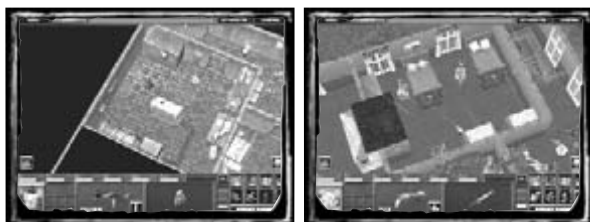


You could also have an engineer plant a mine on the road near the fence on the right, looking away from the building. The enemy soldiers will walk in this area, but it's difficult to know exactly where they'll step or how many of them will be caught in the blast. Even a blast that takes out only one enemy soldier may destroy part of the wall, which takes away some of the enemy's cover.



## BOOBY-TRAPS AND PRECIOUS LOOT

The door in the main hall opposite the hole in the building's side is rigged to blow. If the renegade soldiers don't set off the explosive, shoot the door to eliminate the trap. You can also have an engineer use a mine probe to disable the explosive if you're feeling lucky.



There are several precious items to pick up before leaving the mission area. Look for chests on each floor of the house. Also check the storage shed and guardhouse next to the main building. There's a large storage cabinet in the laboratory that contains F-1 grenades. This cabinet is sometimes booby-trapped, so have an engineer or sniper inspect the cabinet before trying to open it.

Two of the best items are the Chatellerault M1924/1929, dropped by the renegade soldiers, and a Browning M1922, dropped by the Allied reinforcements. These heavy machine guns provide a much-needed boost to your squad's offensive strength. There isn't much ammunition for them, but they come in handy in a pinch.



## SMALL ENGLISH VILLAGE

### OBJECTIVES

- I. Capture the information on the recent British operations**
  1. Locate the documents on the recent British operations
  2. Neutralize the person carrying the evidence
  3. Pick up the message
- II. Protect our agent**
  1. Defend our agent
  2. Talk to the saved courier Stevens



### BRIEFING

This small settlement lies among fields and isolated farms. Now that most of the men have left to serve their country and their families



have moved to live with relatives, or work in the fields, the town appears almost lifeless. The only people who remain are those ineligible for military service. Occasionally, the sparse population is augmented by a passing patrol.



# AXIS MISSIONS: SOUTH BRITAIN

## PROTECT OUR AGENT



The mission begins with the squad chatting with our operative just before a large Allied force surrounds and attacks his home. The squad must hold back the attackers and protect the agent. Stay in the road at first and pick off the Allies closest to the agent's home. Rifles are most effective, but even an SMG sometimes works. Meanwhile, make the agent hide, and place him inside the front room of his house away from the windows. Don't let him go into the back room since the Allies look through the back windows as they advance.



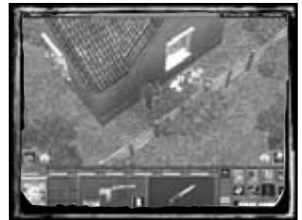
Keep fighting until the battle seems to be turning toward the Allies, then move everyone into the agent's home. Line everyone up so they face the front door, and put one person looking out the window next to the back room door. An Allied soldier or two might try to cheat and fire through this window, so it's important to have it covered right away.



The soldiers covering the front door can wait until the Allies attempt to enter the house and gun them down as the door opens. Shut the door between waves of enemies to give the squad

an advantage. You can also booby-trap the door with a grenade when a large group of soldiers gathers outside. One heavy grenade can often eliminate an entire group of enemies. Move everyone far enough away from the door so they aren't caught in the blast.

## CAPTURE INFORMATION ON RECENT BRITISH OPERATIONS



Out there somewhere is an Allied officer (a guy in brown who usually carries a pistol). He tends to start in the building farthest from the agent's home, but it's hard to know where he may end up. Track him down and eliminate him. When he falls, he drops a folder with documents referring to recent British operations.



**EYES ONLY!**

## Captured Documents

Att: Captain Rex Weller

OPERATION: English Farmhouse Sweep

I must report that our raid on the suspect farmhouse failed to uncover any German agents. Furthermore, there was no sign of any documents, or evidence of anyone having actually been there. It is my opinion that further attempts to capture Corporal Stevens be based on better intelligence and more effective planning.

Senior Agent #2

**EYES ONLY!**

## Communiqué from Headquarters

Corporal Sid Stevens explains that he has both good and bad news. He knows, a message detailing the latest intelligence has been sent to Berlin via the regular courier channel. Yet, he overheard that the British are aware of the general area of their message drop-off point. As a result, he fears they may be intercepting sensitive communications.

Corporal Sidwell Stevens freely volunteers that he received the rocket propulsion documents from Major Alfred Newhouse. As ordered, he forwarded them to the country estate of Oberst Helmut Koch.

# ENGLISH RURAL HOUSE

## OBJECTIVES

### I. Obtain any useful information

1. Locate any intelligence information
2. Pick up the map

## BRIEFING

There are a couple of buildings next to a rural road that runs through fields and small groves. This road connects two nearby settlements, but it is rarely used.



Most of the time, one can safely approach the house from the grove, then leave unnoticed. It provides a perfect setting for secret meetings.

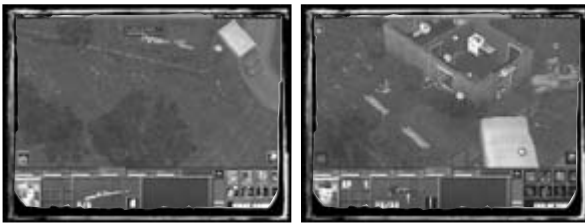


# AXIS MISSIONS: SOUTH BRITAIN

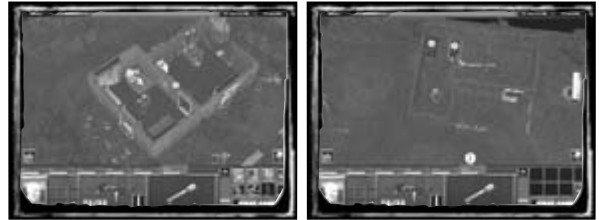
## OBTAIN ANY USEFUL INFORMATION



There are many soldiers surrounding this small house and a few more roaming inside the building. Lure them out in a way that gives the squad a tactical advantage. Have a scout sneak along the road to the left to locate three enemies hiding in the trees. Eliminate them, silently if possible, then do the same with the soldiers around the truck.



Move the squad into the trees along the side of the house once the area outside the fence is secure. From this vantage point, you see several enemies along the side of the house. Take them down as loudly as possible to draw out the guards from inside and from the opposite side of the house. The guards on the opposite side can be a bit cowardly, so you may have to hunt them down.



After the battle, enter the house and look for the documents on a table. There are also chests inside the house and in the barn, but beware of booby-traps on all of them.

# EYES ONLY!

### Captured Documents

On the folded piece of paper is a map of a heavily wooded area. In the center of the map, clearly depicted by an "X", is a location of obvious importance.



## PLACE MARKED ON THE MAP

### OBJECTIVES

- I. Capture any unusual items or documents
  1. Discover any unusual items or documents
  2. Pick up the book

## BRIEFING

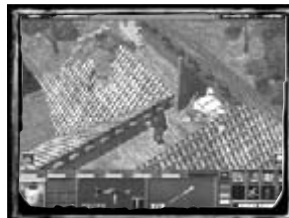
This place was specifically marked on the map that was captured in one of the missions. Early reconnaissance suggests a rundown structure in the area and a lack of enemy troops.



## CAPTURE ANY UNUSUAL DOCUMENTS



There's a partially destroyed house in the center of this area. Take an engineer, equipped with several mine probes, and a sniper. No other troops are required. The area has been booby-trapped in every way possible. Mines appear on steps, in doors, and even on chests. An engineer can get a lot of practice disarming mines in this mission, but at a great deal of risk. Save often if you choose to try your luck. Snipers tend to have better "spot" skills than engineers, so taking a sniper along helps ensure that no mines are overlooked.



The solution to this area is actually very simple and doesn't require an engineer. Half of the house has been destroyed, leaving a series of ledges to the top floor, and the documents

are in the attic. Climb up the ledges to reach the top floor and retrieve the documents. Carefully reach around the mines to grab the documents and get back to base.



**If one mine explodes, it causes a chain reaction that levels the house. If this happens before you collect the documents, they'll be destroyed in the explosion and the mission will be a failure.**

## EYES ONLY!

### Captured Documents

The book supplies the terminology to be used for encoding and decoding messages. One of the relevant sections explains how to employ hockey analogies when discussing scientific personnel. The research facilities are to be called arenas. The scientists are the players. Allied researchers of interest to the organization are listed by name and number, from 1 to 15. Axis scientists are listed using the numbers 16 to 32. Scientists to be eliminated are described as being off the team or no longer permitted to skate. Kidnapped scientists are said to have been drafted. The word "team" is a reference to the relevant security force, including its strengths and weaknesses.



# AXIS MISSIONS: SOUTH BRITAIN

## ACCEPTABLE RISK



There are two chests in this mission. The chest on the first floor is empty and it's booby-trapped. Even if the mine on the chest is disabled, the mines on the stairs go off when the lid

opens. The second chest is in the basement, which is protected by a long series of explosives. To easily reach it, step outside the building and lob a grenade at the first-floor stairs. The explosion sets off a huge chain reaction that causes the entire building to crumble. When the dust settles, jump into the basement and retrieve the items from the floor.

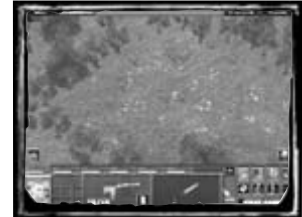
## DOCUMENT'S TRANSFER PLACE

### OBJECTIVES

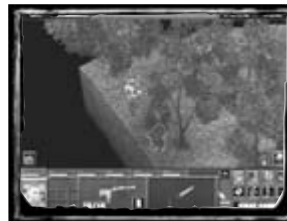
- I. Obtain the documents on the recent Allied operations
  1. Locate the documents on the recent allied operations
  2. Neutralize the person carrying the evidence
  3. Pick up the orders

### BRIEFING

This place was pointed out by the courier as the location of the documents to be sent to Germany. It's a large clearing set in the middle of a wooded area. Heavy resistance is expected.



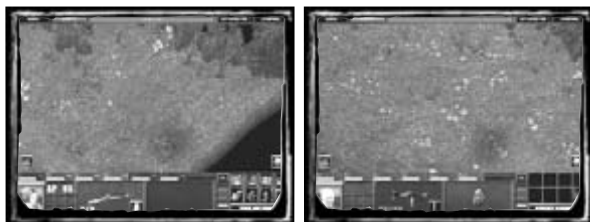
## OBTAIN THE DOCUMENTS



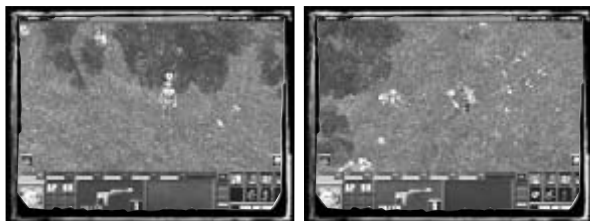
This is a tricky area since enemies are scattered and there's very little cover available in the clearing's center. Have everyone hide at the start. Then send a scout to the left and right to expose soldiers on both sides. These enemies are equipped with grenades; eliminate them immediately or they'll quickly end this battle.







Once you eliminate the grenadiers, draw out the enemy. Soldiers are hiding around the outskirts of the mission area and are well covered by the thick foliage. Hide in the trees to the left of the start and lob grenades, or shoot at the shrubs in the clearing's center with SMGs. There are enemies hiding in the shrubs, and they won't evacuate their positions since they're well hidden from view. However, the fire may eliminate one or two of them and should draw the soldiers around the perimeter out of hiding. The soldiers hiding in the bushes in the clearing's center are hard to flush out. The best bet is to have a scout sneak in behind them and spot them for the rest of the squad.



As the fight continues, keep watch for an Allied officer. This soldier is carrying the documents in question. Eliminate him and check the ground near his body to find the folder.

EYES ONLY!

## Captured Documents

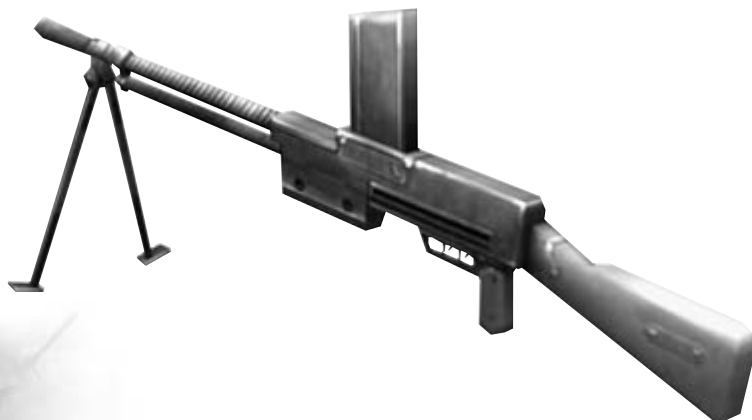
Special Operations—SE2

RE: Threat to Scientific Researchers

German Special Operations have been abducting and assassinating our research scientists at an alarming rate. It is of extreme importance that we step-up security and determine the reason behind this targeting of our scientific personnel. The protection of Professor Phillip Compton is to be given the highest priority. His rocket engine research is a likely objective of enemy forces and a security risk. Therefore, all available personnel must proceed to our Main Research Facility to protect Professor Compton, immediately.

Captain Rex Weller

British Intelligence



# NORTH BRITAIN

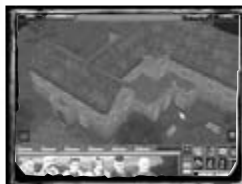
## OLD ENGLISH MANOR

### OBJECTIVES

- I. Obtain the information about the employers of the suspect**
  - 1. Find any documents mentioning the contacts of our agent
  - 2. Pick up the document
- II. Discover the location of the British Intelligence office**
  - 1. Locate the documents revealing the location of the intelligence HQ
  - 2. Pick up the letter
- III. Obtain the information from our agent**
  - 1. Locate the owner of the mansion
  - 2. Talk to our agent



### BRIEFING



English aristocrats once owned this Victorian estate. After the Great War, the family had to sell the house and land due to their mounting debts. A military officer bought the house. When war came again, the house was turned into his office. Now, it is a guarded military facility, from which the owner continues to work.



The team is deployed on a street outside of the sizeable estate, which is surrounded by a large wall. There's one gate set in the wall, guarded by two Allied soldiers. There are also two patrols of three soldiers that roam the perimeter, so sneaking in is difficult.



Hide and creep along the side of the street opposite the gate to sneak past the guards. Stay still and you notice that the patrolling guards walk right next to the wall in this area. Align

the squad members so they have a good view of one point in the wall. When the guards walk past, make noise to lure them into climbing over the wall. The squad can then pick them off one at a time as they climb over. The second patrol will see the dead soldiers and climb over as well, but closer to the guards at the gate, so move down a bit for the second assault. Even the gate guards may join the second wave, which only makes them easier to defeat.

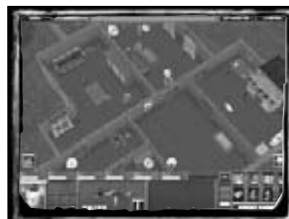


Once you defeat the roaming patrols and the guards around the gate, slink through the woods to the small warehouse at the side of the manor. Sneak behind the warehouse and place at least two soldiers at either back corner so they can interrupt any enemies who come around from the front. There are five soldiers nearby, two inside the warehouse and three in front. Make noise to lure the two guards out of the warehouse and around back. Take them out as they come around the corners, and the other three come running. When all five are gone, assault the main house.

## ENTERING THE ENGLISH MANOR



The front door is well guarded by a stationary machine gun and several soldiers. Sneak in the back and catch the enemy off guard. There's a door on the house's backside, which leads to a large room with three doors. The door on the left leads to a hall where you find the bathrooms.



Sneak through the back door and into the hall with the bathrooms. Eliminate the guard in the hall as loudly as possible and shut the hall door. Wait for the enemy to arrive. Cut the enemies down as they open the hall door to inspect the disturbance. This won't clear out all of the enemies in the building, but it lures most of the soldiers from the second floor down to the first.

# AXIS MISSION: NORTH BRITAIN



Finish securing the first floor by moving a sniper around the building and looking through the windows. Send someone to cover the sniper in case an enemy or two comes outside to check on the noise from the sniper's weapon. Make sure the targets aren't friendly. Our agent is in there somewhere, and shooting him might prove to be disastrous. There may still be a few stragglers that even the sniper can't see, so progress cautiously toward the front door and the second floor stairs. Once the first floor is clear, there aren't more than one or two soldiers left in the house. Most of them were drawn out by gunfire.

## OBTAIN INFORMATION ABOUT THE EMPLOYERS OF THE SUSPECT



Once you've cleared the first and second floors, locate the objectives. The first one is on the second floor at the back of the house. Pick the lock on the door to the right. Rip the door down

with an SMG, but prepare to tangle with an Allied soldier waiting in the room. The fire from an SMG will often destroy the door and the soldier inside. Enter the room and look on the nightstand to find the secret document.

# EYES ONLY!

## Captured Document

IMPORTANT

Irish cargo ship transporting necessary materials from Russia has been sunk in the North Sea, approximately 260 kilometers off the coast of Scotland. Most likely by a German U-boat mistaking it for a military supply ship. Cargo and crew have been lost. Must make arrangements with a new neutral shipper immediately. This setback cannot delay our schedule.

## DISCOVER THE LOCATION OF THE BRITISH INTELLIGENCE OFFICER/OBTAIN INFORMATION FROM OUR AGENT





The second secret document is close to the first. Check the room on the second floor next to the locked door to find Major Alfred Newhouse. He's on our side, so don't shoot him. The documents are sitting on the desk in front of the major. Speak with Major Newhouse to obtain information from him.

**EYES ONLY!**

### Captured Document

To: Special Operations—SE2

Recent intelligence points to some undefined activity in connection with German scientific research. It would be of tremendous help if you could find the time in the near future to look over the information we have gathered at the local Intelligence Headquarters. Your expert opinion of these documents would be a great service to their evaluation, and hence, determining their importance.

Captain Rex Weller

British Intelligence

Local HQ



**EYES ONLY!**

### Agent Information

Conversation Summery: Major Alfred Newhouse

Major Newhouse has again shown his cooperation and commitment to the German Republic, and therefore, a formal interrogation was deemed unnecessary. He freely admits to corresponding with Professor Compton concerning advances in rocket propulsion technology. He passed this information on to Corporal Sidwell Stevens, a known courier working out of the local English village, for delivery to Berlin. Apparently, it never made it. Perhaps, Stevens can shed some light as to why?

## UK COMMANDANT'S OFFICE

### OBJECTIVES

- I. Capture the reports on the Allied operations in Germany**
  1. Locate the documents on the Allied operations in Germany
  2. Pick up the documents
- II. Capture the commander of these headquarters**
  1. Locate the officer in charge
  2. Knock the officer unconscious
  3. Pick up the unconscious officer
  4. Carry the officer out of the combat area
- III. Obtain the information on the future Allied operations**
  1. Locate the plans of upcoming Allied operations
  2. Pick up the plans

# AXIS MISSION: NORTH BRITAIN

## BRIEFING

A group of buildings on the outskirts of a small English town has been converted for military purposes. The local commandant's office is relocated there. Apart from the office, there are also living quarters for officers and a small mess area for the soldiers. The British military have gone to great lengths to ensure that the office manned by roughly a dozen soldiers operates with maximum efficiency.



The squad starts in the backyard of a large house that sits across from the UK commandant's office. The woods provide decent cover from the troops patrolling the street, but go into hiding quickly to avoid immediate detection. Crawl behind the large house and prepare to break in. There are two options. Either an engineer can pick the locked backdoor, or a scout can climb through the window to the left. The main goal is to remain silent long enough to get the squad into position, so shooting the door down is too noisy.



Sneak through the house and eliminate the rifleman upstairs. There is only one soldier in the house unless noise has drawn in guards from outside. Move a sniper to the center window on the second floor at the house's front. Anyone else with a rifle would do well in the window to the left. Keep the drapes shut until everyone is in position. Have at least one person covering the front and back doors so the gunners on the second floor are safe. Meanwhile, have any remaining SMG carriers sneak along the right side of the house and hide behind the bushes.



When everyone is in position, wait for the patrol to pass in front of the house, then toss open the windows and open fire. Targets are visible in many directions. Pick off the closest soldiers first, then the ones inside of buildings on the opposite side of the street. While the sniper keeps the enemy busy, the other soldiers can slip across the street, out of the opposition's view, and circle around to attack from behind.





After you eliminate the visible targets, turn the squad's attention to the commandant's office (the building with the large British flag hanging above the door). Shoot out the windows from a distance to reveal any soldiers hiding inside.

**NOTE** There are a lot of chests in the houses. Be careful when opening them. Some of the chests are wired to explode, so shoot them from a distance, or have an engineer attempt to disarm the bombs.

## CAPTURE REPORT ON ALLIED OPERATIONS IN GERMANY



These documents are found inside of the commandant's office on the corner. The room where the plans are located is at the back of the building. A scout skilled at moving undetected can slip past the Allied troops and behind the buildings. Creep along to the back windows and slip inside the office. The document is sitting on the desk. Stay quiet and you might leave the area without firing a shot.

**EYES ONLY!**

### Captured Document

TO: All Officers: Security Clearance—Level 4

General Bauer, the head of our weapon research program, has been assassinated. Further details of the German General's demise will be conveyed once known.

## CAPTURE THE COMMANDER/OBTAIN INFORMATION ON FUTURE ALLIED OPERATIONS



Both of these objectives are located on the top floor of the commander's office. Clear out the bottom floor as described previously, and most of the enemies waiting upstairs come down to join the fight. There is one notable exception, though. A lone soldier sits at the top of the stairs, waiting to gun down anyone foolish enough to come after the commander. This calls for special tactics. As soon as he sees the head of a German soldier, he opens fire, so a direct assault is out of the question. Go outside the building and backpedal down the walk. You can see him if the windows have been destroyed. Then a sniper can pick him off, or a grenadier can chuck a grenade through the window.



# AXIS MISSION: NORTH BRITAIN



Once the soldier is gone, go upstairs and into the hall behind him. Enter the room at the hall's end to find the information on future Allied operations. Then return to the position where the soldier once stood and enter the room next to the stairs to find Captain Rex Weller, the local commander. Shoot him or punch him—whatever you like. Then pick up his body and head downstairs.

## ALLIED REINFORCEMENTS



Eventually, two squads of three soldiers each come to reinforce the Allied troops in the area. Get ready for them as soon as the fighting in the streets is finished. The enemies enter

the area from both ends of the street. Place a sniper and someone with an SMG in the small house next to the commander's office to eliminate the soldiers as they enter the area. Have a soldier or grenadier use the stationary machine gun inside the commander's office, and put someone else in the window above to act as a spotter. With

soldiers in these two positions, the enemy forces are easily defeated. Keep your ears open for audio cues from your squad that they see the enemies, and start combat immediately so they don't have time to notice and react to the ambush.

# EYES ONLY!

## Interrogation Summary:

### Captain Rex Weller

The interrogation of Captain Weller was a two-part affair, interrupted by a long period of stubborn silence. Initially, he was quick to disclose that British Intelligence captured Oberleutnant Ludwig Weber. This would explain the lack of recent contact with our top undercover agent. However, Oberleutnant Weber has been seen residing in his residence and walking freely about the English town in the past 24 hours. After further questioning, Weller offered the suggestion that perhaps Weber was being used as bait by British counter-intelligence.

## A SMALL ENGLISH TOWN

### OBJECTIVES

#### I. Assist our resident in this area

1. Locate our agent
2. Protect agent Weber



## BRIEFING

Spared from bombardment, the town appears pristine and peaceful. If not for the numerous British soldiers walking the streets, one could easily forget that there is a war going on.



## LOCATE AND PROTECT THE AGENT



Hit the "Start Combat" button when the mission begins to enter turn-based mode. There's an Allied patrol heading down the street, and the entire squad must move quickly in order to avoid it. Go into hiding and immediately run members of the squad over the wall on their right and into the trees for cover. Picking a fight right away dramatically increases the difficulty of this mission.



The agent's home is across the park. Follow the tree line across and you see the backside of the house. Creep through the windows and upstairs, but leave a sniper (and someone to protect him) in the trees to cover the windows and staircase inside the house. The rest of the squad can slip through the windows and up the stairs.



Park the squad at the top of the stairs and walk someone into the bedroom on the left to find the agent. It's a trap. As soon as someone communicates with the agent, a man in

black enters the room and attacks. Eliminate him and get ready. Every soldier and armed civilian in the area is heading to the house to eradicate the squad and the agent. Focus on the stairs and let most of the enemies come to you. It's easy to pick them off as they climb the stairs. Make some noise. Silenced weapons are usually great, but you want to attract the enemy to the staircase. When things settle down, send out a squad to locate any remaining enemy soldiers patrolling the streets. The mission is complete when all of the enemy soldiers are eliminated.

**NOTE** Once you locate the agent, he becomes a member of the squad. He doesn't have a weapon equipped, so open the chest in his room and give the gun to him. He isn't a great shot, but he can pick off enemies from the top of the stairs as well as anyone. Take the gun away from him before leaving the mission area, or it will be lost for good.

**NOTE** The other houses are of little concern, but they are worth exploring once the fighting is over.

EYES ONLY!

## Communiqué from Headquarters

The rescued Ludwig Weber can barely believe his luck. He had accepted his own death, and hoped only that other Germans would not be baited into the same fate. Immediately, he discloses what he has overheard. The British have increased security, because they have lost a number of scientists. The Russians, experiencing the same situation, have agreed to implement a joint task force to determine the reason why. Before being captured, Weber managed to get a hold of some documents outlining the creation of this joint force. He stashed them in a secret hiding place, which he willingly reveals.



## AGENT'S CACHE

### OBJECTIVES

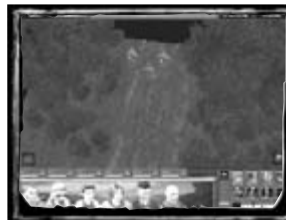
- I. Obtain information on the joint Allied operations
  1. Locate the documents about Allied operations
  2. Pick up the folder

### BRIEFING

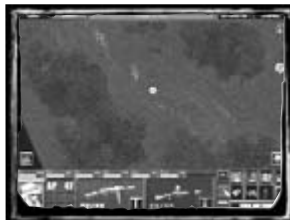
This is the place where the agent stashed documents before his capture. It's a heavily wooded area off a dirt road. Heavy enemy resistance is expected.



## OBTAINING THE INFORMATION



Hit the "Start Combat" button as soon as the mission begins and enter turn-based mode. An enemy squad patrols the dirt road, and you need as much time as possible to get everyone into position. Start by having everyone hide. A scout should crawl onto the road near the edge of the mission area and hide behind the trees on the opposite side. This person acts as spotter for everyone else. It's very important that the scout remains hidden and avoids doing anything that might give away his or her position.



The rest of the squad should hide in the trees in the corner with any soldiers, grenadiers, or medics staying as close to the corner as possible. These recruits tend to be the worst

at hiding, so they must be deep under the foliage to avoid detection. Place a sniper a little farther out, but stay out of sight. Meanwhile, an engineer can crawl into the road and plant a mine to eliminate the enemy patrol when it passes.



Once the mine goes off, the enemy knows you're here and marches forward to investigate. If you opt not to plant a mine, fire at the patrol as it draws within firing range, and the shots have the same effect. Enemy soldiers advance from the trees across the road. The scout spotter sees them as they approach and makes it easy for those squad members still in hiding to hit the enemy without a line of sight to the target.



When things settle and the enemy stops advancing, look for the documents. They're in a rocky patch in the area's far corner. Sneak into that vicinity and look for any remaining enemy soldiers. There are only one or two protecting the document, which is easy work for a skilled sniper. When the guards are eliminated, inspect the rocky area to find and retrieve the documents. Mission complete.

EYES ONLY!

## Captured Document

URGENT

Cooperation with the Russians with regards to the disappearance of British and Russian scientific personnel is in its infancy. So far, Russian Intelligence has gathered a substantial number of documents concerning the kidnapping of their researchers. They appear to be working on the theory that some unknown third force is responsible. These documents are currently in the possession of Captain Trofimov, a Russian Commandant in the southern Urals.

Agent #192





## UK MILITARY WAREHOUSE

### OBJECTIVES

- I. Capture the British counterintelligence information
  1. Locate any British counterintelligence information
  2. Pick up the documents

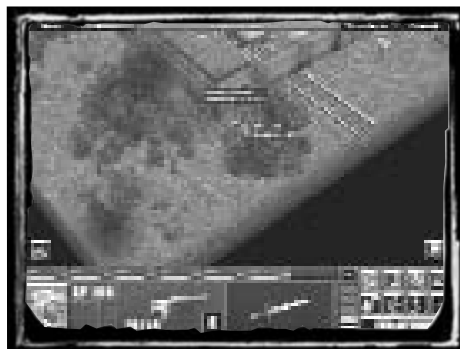


### BRIEFING

There is a large warehouse complex in this area. It operates day and night. Trucks come and go constantly. There is even a small railway station. The complex is heavily guarded by a large number of soldiers, who live in the nearby houses.



## CAPTURE THE COUNTERINTELLIGENCE INFORMATION



The squad is dropped off next to a huge enemy warehouse complex. Immediately have the team hide and head through the trees on the right, around the exterior walls of the enemy base. Stop at the far corner and hide in the brush. Only use soldiers with silenced weapons to avoid drawing attention. Eliminate the enemy soldiers who circle the base as they come around the corner.



Send a scout through the back door. Wait for the enemy patrol inside of the base to walk past, then sneak through the door and behind the railroad cars. Crawl behind the cars and slowly follow the wall around to the lone house inside of the base. Pass through the back window and the counterintelligence information is sitting on a table. Just slip back out of the base and the mission is complete.



**EYES ONLY!**

## Captured Documents

Sgt. Harris

Military Warehouse #51

Report #02118

Commander Bradshaw

Supply HQ.

### THEFT OF LIST OF DANGEROUS MATERIALS

At some point yesterday, the inventory list of high-value, dangerous material stored in our warehouse disappeared. Local security and intelligence forces have been advised. They are currently investigating a Mister Weber, a gentleman living in the nearby town. Apparently, he is someone they have had under investigation for some time. I will let you know when further information becomes available.

Sgt. Harris

3rd COPY

## CREATING HAVOC

It's easy to sneak into the enemy base and back out without being detected, but there's a lot to be gained if you're willing to clear the area of enemy troops. The warehouses all contain valuable goods. If you choose to go in fighting, it's still a good idea to slip in the back. Then use the train for protection and lure the enemies to their doom.

# ORGANIZATION'S STOREHOUSE

## OBJECTIVES

- I. Obtain any clues that would reveal the people involved**
  - 1. Locate any documents containing the names**
  - 2. Neutralize the carrier of the documents**
  - 3. Pick up the discovered letter**
- II. Capture the information about foreign partners of this storage facility**
  - 1. Locate any messages from abroad**
  - 2. Neutralize the person carrying the evidence**
  - 3. Pick up the letter**

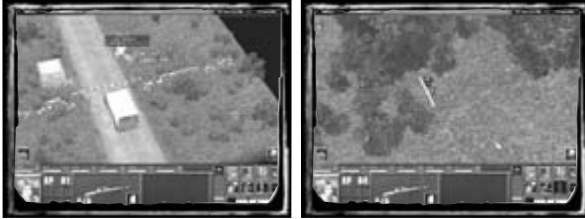
## BRIEFING



Hidden amongst the woods of the valley, there is a long-forsaken bomb shelter. It was built during the Great War, but abandoned shortly thereafter. Recently, there have been signs of renovation around this encasement. The roads and the outer part of the shelter have been rebuilt. Obviously, there has been some discreet, yet intensive, activity going on.

# AXIS MISSION: NORTH BRITAIN

## ENTERING THE BUNKER



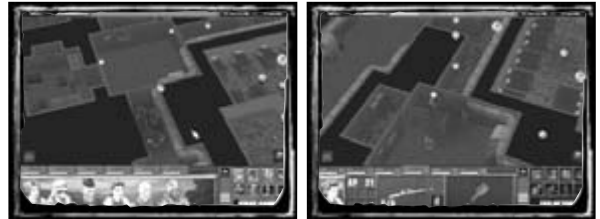
The bunker is hidden underground. The road leading to it is jammed with trucks carrying supplies, and guards are scattered around. The mission begins in combat mode. Eliminate the guards around the guardhouse, then duck into the trees and bushes behind it. Beware of enemies moving toward the fight. Some are equipped with grenade launchers, so have a sniper ready to take them down before they can fire a shot.



Once the initial battle is over, either follow the road and clean up the enemy troops ahead, or check the hatch behind the guardhouse. The hatch is a back door into the bunker. You could go through the main elevator, but resistance would be heavier.



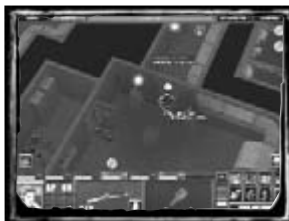
## OBTAIN ANY CLUES OR INFORMATION



The base is a maze of corridors, and there are soldiers everywhere. Be careful opening the first door—a soldier manning a stationary machine gun waits on the other side. Whoever opens the door should be in hiding to avoid being shot. Clear the room and the connecting storage chamber of enemies, then place a guard at the door into the hall. Let the enemies come to the squad. Nearly half of the enemy soldiers respond to the noise.



When enemies stop approaching, move into the hall and set up a second choke point near the end. Fire a few shots into the air, and more enemies come running. Continue around to the opposite side and lure enemies out once more. There may be a few stragglers left, but the base is nearly clean by now.



There are two targets inside the base. Both are renegade officers and are easily identified by the icons over their heads. Kill them both and pick up the files they drop to complete the mission.

EYES ONLY!

## Captured Documents

First Draft

Hel,

The samples sent were received intact and immediately placed in a secure location. Regrettably, the transfer of this product ran into a stubborn snag. The original buyer was hesitant about their true value, and, as a result, suffered an untimely demise. He died accidentally during a fox hunt. I am awaiting the appointment of his successor. We have begun the process of digging up dirt on a number of potential successors.

As you requested, the message of concern has been removed from British records. However, our attempts to acquire their code key have yet to produce any meaningful results.

Faithfully,

Major Alfred Newhouse

EYES ONLY!

## Captured Documents

(top part of message is torn off and missing)

My apologies for not getting back to you sooner. There have been unexpected delays at our manufacturing plant. As of yesterday, everything has been straightened out. Your shipment of the latest in Swiss Panzerkleins is being prepared for delivery at this very moment. You should receive it in England, shortly.

Thank you for your understanding,

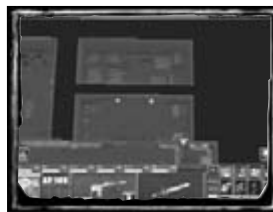
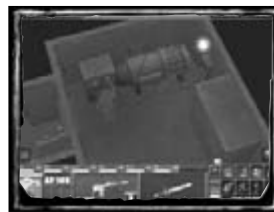
President Rainer Berger

Panzerklein Manufacturing Inc.

Switzerland

**NOTE**

**Check out the bunker's bottom floor to find several Panzerklein weapons and ammunition. They're large and require a lot of space in a character's inventory, so some gear must be sacrificed in order to take them back to base. An energy field blocks some of the weapons. To reach them, use the large generator on the floor above, and the field dissipates.**



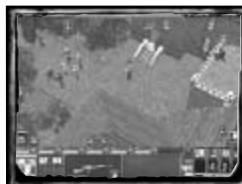
# BRANDENBURG

## GERMAN MANOR

### OBJECTIVES

- I. Reveal the activities of Colonel Koch**
  1. Locate the documents revealing the activities of Colonel Koch
  2. Pick up the document
- II. Capture any valuable scientific information**
  1. Locate any valuable scientific information
  2. Pick up the folder
- III. Capture the information about the contacts of Colonel Koch**
  1. Locate any documents that name the contacts of Colonel Koch
  2. Pick up the letter
- IV. Arrest the suspected traitor**
  1. Locate the suspect
  2. Knock the suspect unconscious
  3. Pick up the unconscious suspect
  4. Carry the suspect out of the combat area
- V. Capture any information about the contacts of Colonel Koch**
  1. Locate the documents containing the names of colonel Koch's contacts
  2. Pick up the letter

### BRIEFING



This impressive estate is the property and the primary residence of Oberst Helmut Koch. He bought the house and the adjoining land just before the commencement of the war, and has lived and worked there ever since. When he is home, the Manor serves as his HQ, bustling with the activities of military personnel. Even when his duties take him away from home, the house is guarded by soldiers under his command, and the aura of activity continues.

### BETRAYED



The squad arrives at the large estate and, after some confrontation with the gate guard, is led inside to an open courtyard. Moments later, a horde of German soldiers surrounds the

squad in every direction and opens fire. The squad is outnumbered and at a severe tactical disadvantage. Job one is to get out of the open. The tower to the left offers decent



cover. Run inside and gun down the two soldiers waiting there. Park everyone as far back from the door as possible so the enemies have difficulty lining up a shot without exposing themselves. The walls may look thick, but an SMG can turn them to Swiss cheese.



Either blast the locked door open, or pick the lock and then move part of the squad through the small hall to the room in the corner. This provides better protection than the stairwell. Cover both doors to ward off intruders.

## ARREST THE SUSPECTED TRAITOR



Two of the squad members run up the stairs to the second floor. The traitor is in the room connected to the stairwell with two guards at his side. A grenade works well in this situation. Blast the door open and chuck in an explosive to eliminate all three enemies, or hide and open the door and hope the enemies can't interrupt.



After a few turns, one of the traitor's assistants mentions that the guards are preparing an escape vehicle. The enemy remains in the back room until the vehicle is ready. Several turns later, the blast doors behind them open, and a large rocket rises out of the ground. If the traitor isn't unconscious, he begins running for the rocket. If he gets there before the squad can incapacitate him, he'll escape, making one of your objectives unattainable.



After you knock out the traitor, have someone carry him out of the mission area. If you plan on fighting until you've eliminated every enemy, leave him on the ground until you're ready to leave the mission area.



# AXIS MISSION: BRANDENBURG

## REVEAL THE ACTIVITIES OF COLONEL KOCH



There are four documents hidden inside of the manor. The documents referring to Colonel Koch's activities are located in the office on the third floor, directly above his starting position. Climb the tower and cross the hall to find them sitting on a desk.

EYES ONLY!

### Captured Documents

Hel,

Everything is going according to plan. The armor factory in Germany is finally up and running. It is located within our Advanced Weapons Research Facility, so it will get the high-level security it requires. All parties appear to be happy with our arrangement.

Heimdal

## CAPTURE ANY VALUABLE SCIENTIFIC INFORMATION



The scientific information is the hardest to locate. It's found in the attic over the house's right side, which is accessed from the left side. Bring an engineer to pick some locks or bring a good SMG and some explosives. There's a locked metal door in the attic. Bullets can't penetrate it, so if your engineer can't pick the lock, try blowing the door off of its hinges with a grenade. Behind the door is a small room containing the documents.

EYES ONLY!

### Captured Documents

The large, banded folder contains a notebook, a number of blueprints, and a copy of a manuscript. The notebook is filled with barely legible notes by a Dr. Schteinberg. The blueprints are designs for an unknown weapon using a ray or beam. Attached to the manuscript is a handwritten note mentioning it was discovered in an ancient temple in Tibet. The handwriting on it suggests that it was also written by Dr. Schteinberg. At the bottom of the file is a membership card for the Flat Earth Society in Schteinberg's name. The highly technical nature of the material requires that it be passed on to Dr. Ulrich Strauss for further analysis.

## CAPTURE THE INFORMATION ABOUT COLONEL KOCH'S CONTACTS



There are two documents referring to Colonel Koch's contacts. The first is found at the top of the tower. Watch out for the lone soldier near the top. If the stairs are destroyed, it may not be possible to reach the documents unless there are ledges, which can be grabbed from below.

**EYES ONLY!**

### Captured Documents

Heimdal,

When is Lebedev expected to complete the testing of his latest research? Construction of our vital project on the island has already commenced. It is crucial he joins us here without delay.

Hel



The final document is in an office on the manor's right side. Check the office on the second floor that looks out over the back gate. The document should be sitting on a desk.

**EYES ONLY!**

### Captured Documents

The file is entitled "Operation Silent Storm." Inside there are a number of documents confirming that Oberst Helmut Koch's allegiance lies with neither the Germans or the British. Rather, he is working for some unidentified third force. This is confirmed by the following letter found in the file:

Heimdal,

I am appreciative of your efforts, Helmut. Your position within German intelligence has been a great asset to our operation. The Top Secret documents you intercepted from the British were an invaluable source of information. How are the shipments of Panzerkleins to England proceeding?

Keep up the good work.

Helena

PS. On a more personal note, I am finding it lonely and hard to be living on such an isolated island. Sweden is many days of travel from here. And, unfortunately, the distance has brought on strong symptoms of home sickness.



## GERMAN TOWN

### OBJECTIVES

- I. Capture the weapon used against General Bauer**
  1. Locate the weapon
  2. Neutralize the person, carrying the evidence
  3. Pick up the weapon
  4. Carry the weapon out of the combat area
- II. Protect General Bauer**
  1. Protect General Bauer's life

### BRIEFING

This modern town was conceived and built to cater to the comfort of the people who reside there. Two-story houses with balconies that open on to wide streets and the occasional patches of green dot this urban paradise. Yet, to the trained military eye, the task of protecting a VIP's tour through this town looks like the assignment from hell. There are large open spaces, plenty of perfect vantage points, and discreet escape routes, that make it ideal for an ambush.



## CAPTURE THE WEAPON



There's no saving General Bauer. The squad arrives to see the motorcade being blown to bits with a strange energy weapon. The sniper is in the center building on the opposite side of the street, and he's not waiting around for congratulations. The squad must stop him before he can flee from the area.

EYES ONLY!

### Communiqué from Headquarters

For Limited Distribution: Officers—Adwehr Section II

General Otto Bauer has been assassinated. Despite being advised not to travel, and provided with additional security, the General's motorcade came under attack from an unknown weapon. Even though British forces have never targeted scientists, or used such a weapon against us before, they are most likely responsible. After painstaking analysis, Counter-Intelligence has determined the location of the local British Intelligence headquarters.





There's no time to waste. Hide and run forward using the cars for cover, but the squad must quickly close on the center building. This isn't easy since there are snipers and heavy weapons in nearly every building. Most of the enemies make a break for the edge of the mission area so they can escape. Ignore them until the main sniper is caught.

**TIP** Any enemy who reaches the edge of the mission area will escape. Consider placing one soldier at each end of the street to thwart any escape attempts.



Push forward and use rifles to pick off visible snipers. Get at least one SMG next to the front door of the central building so anyone leaving can be cut down immediately. Don't park anyone directly in front of the door since there's some heavy firepower coming down the stairs.



Once the weapon is recovered from General Bauer's assassin, it's time to mop up. There are enemies in every building. Be very careful when passing in front of windows and doors. Slip in and cut down the enemies as they attempt to flee from the area.

EYES ONLY!

## Communiqué from Headquarters

Dr. Ulrich Strauss

Head Researcher

Lab Facility #7

Adwehr Section II

RE: Preliminary Report on Weapon Analysis

Initial testing on the remnants recovered from the attack on General Bauer have failed to return conclusive results. However, it is clear that the weapon used has no basis in known scientific journals or knowledge. While continuing our investigation, we promptly request that you provide additional security to safeguard this extraordinary evidence in our possession. It is highly probable that the creators of such a sophisticated weapon will launch an attack on our facility, rather than allow us to gain any knowledge from it.

Send additional security immediately.

Yours truly,

Ulrich Strauss

## GERMAN WEAPON FACTORY

EYES ONLY!

### OBJECTIVES

- I. Obtain information from General Muller**
  1. Locate General Muller
  2. Protect the life of General Muller
- II. Retrieve the information about the mass production of experimental weapons**
  1. Find the info about the mass production of the prototypes
  2. Pick up the letter

### BRIEFING

Many factories were built in Germany before the war. The country needed weapons and these factories churned them out as required. What differentiates this particular factory from the rest is its special purpose. This site has the honor of building the newest and most advanced weapon prototypes invented in Germany's top-secret labs. To fulfill this purpose every part of the site is equipped with the best tools, the best engineers, and the highest level of security.



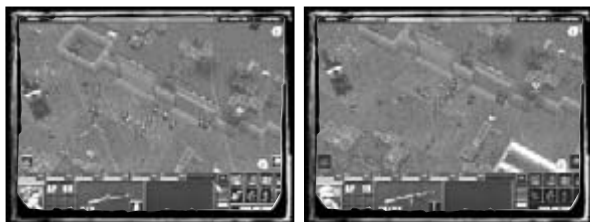
## PROTECTING GENERAL MULLER

The squad is led into the factory and introduced to General Muller. As the conversation begins, a large squad of renegade soldiers attacks the factory. The enemies remain outside of the buildings at first, which gives the squad enough time to deploy properly. Go through the offices to the left of Muller's office and pick the locks on the doors that lead to the large manufacturing area.



Drop to the ground and set the squad near the first of the two garage doors. Have everyone hide in the shadows and use silenced weapons exclusively if they're available. The less attention the squad draws, the more likely everyone is to survive. Have someone sneak around the edge of the wall and open the door once everyone is in position. Meanwhile, send a grenadier in the opposite direction down the stairs and next to the door leading outside.





The enemy soldiers start in tight formations, which makes them easy targets for SMGs. Even rifles can score two or three hits with a single bullet. Aim at soldiers in the back and hope for extra hits. Back off if a member of the squad is seen. Hide again and rejoin the battle. As turns pass, the enemy soldiers group up more and more. Have the grenadier step out and launch a grenade into the pack. A good toss may eliminate four or five enemies.



When the battle is over, General Muller appears and grants the squad four Panzerkleins. These are powerful suits of armor that make the wearer a walking tank. Equip them (they must be equipped when you leave the mission, or they're left behind) and notice that any items in the soldier's hands are forced into his or her inventory. This is important since any items being carried are dropped if there's no room in a soldier's inventory when he or she equips a Panzerklein.

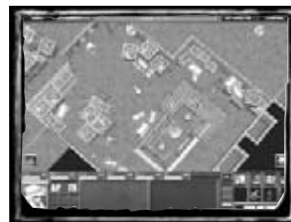
EYES ONLY!

## Interrogation Summary

General Muller was most cooperative. He readily admitted forming an alliance with a Swiss company to give German rocket research data in exchange for their Panzerklein technology. He did so, because he believed it was in Germany's best interests. The company's manager, Rainer Berger, was thoroughly investigated for any link to Allied forces. All precautions were taken, and both parties delivered the technology as agreed. He is convinced the deal will ensure a German victory and a prompt end to the war.

## NOTE

Visit the factory's lower level before leaving the mission area. There's a large stock of Panzerklein weapons and ammunition. They require a lot of space in a soldier's inventory, but they're worth passing on some of the loot dropped by the renegade soldiers.



# AXIS MISSION: BRANDENBURG

## RETRIEVE THE INFORMATION ON EXPERIMENTAL WEAPONS



It doesn't take much effort to find these documents. They are in the manufacturing area. Look around the desks in the center of the building on the first floor.

# EYES ONLY!

### Captured Documents

General Uwe Muller

Head of Military Research

By now, you should have received our Panzerklein prototype. I trust you are satisfied with its capabilities. My company, in Switzerland, has begun full production of this advanced armor system, and is capable of meeting all your needs.

I await your order,

Rainer Berger

President





# URAL MOUNTAINS

## LOCAL RUSSIAN COMMANDANT'S OFFICE

### OBJECTIVES

- I. Capture any documents on German affairs**
  1. Locate the documents that mention German affairs
  2. Pick up the file
- II. Obtain any information on the situation in the area**
  1. Locate the classified documents
  2. Pick up the report

### BRIEFING

The office of the local commandant is blanketed by snow in the Ural Mountains. Early reconnaissance suggests movement of an unknown force in the area.



Leave most of the squad at the starting location and take a sniper, scout, and engineer into the field. Have all three hide, and send the sniper behind the building while the scout and engineer sneak along the side. The sniper encounters an enemy patrol at the end of the road. With a silenced rifle the sniper can pick off all three enemies without being detected. If the sniper is carrying a normal scoped rifle, you may want to bring up an additional soldier to help protect the sniper from counterattack.



The scout and engineer encounter a squad of six renegade soldiers attacking the building from the end of the road. Hang back and let a few of them enter the building. They battle the Russian soldiers inside of the building and clear a path for your squad. Watch the trees at the edge of the road. One of the enemy soldiers tends to hide in the corner. Sneak past him and attack him from the back.

# AXIS MISSION: URAL MOUNTAINS



Follow the renegade soldiers into the building and be ready for some resistance. Watch for Russian soldiers lurking around the corners. There are three dangerous locations: the top of the stairs on either side of the building, and the base of the stairs in the center. Enemy soldiers are sitting to the side of each staircase, ready to take down anyone who wanders into view. Use grenades to flush them out, or try to lure them down with gunfire.

## CAPTURE ANY DOCUMENTS



There are two documents inside of the building. The documents on German affairs are located in an office on the second floor. Check the office in the back corner on the building's left side.

# EYES ONLY!

## Captured Documents

In a file called "Personal Protection" are hundreds of documents describing the most mundane activities of a Captain Trofimov; including daily logs describing virtually every moment he was awake and detailed lists of supply expenditures that account for every item used to the sugar cube. Amongst these documents, one letter seems rather odd and out of place:

TO: Kapitan Petr Maksimovich Trofimov

FROM: Militia Kapitan Prokhorov

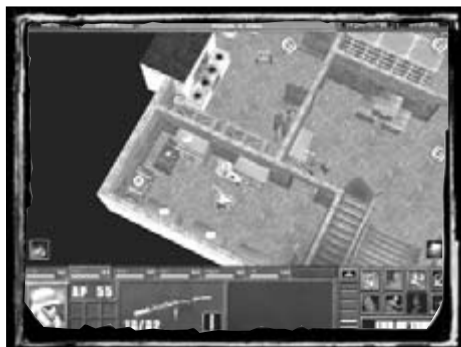
TOP SECRET

Once again, Militia Officer Kukushkin has reported a sighting by local citizens of iron beast in our forests. This latest information comes from two hunters, who I know personally and believe to be credible. Unlike previous sightings, Kapitan Trofimov, these men do not drink. Their accounts should not be dismissed as easily as you have dismissed the others.

Yesterday, Officer Kukushkin went into the northern forest to investigate these claims. He has not been seen or heard from since. Though the concept of metal men may seem far-fetched, I am convinced that some form of enemy activity is taking place in the Urals. How many men must I lose, Kapitan, before I can expect action on your part?

Kapitan Prokhorov

Russian Militia (Sector #24)



The document referring to the situation in the area is in the basement. Look inside the storage room to the left of the stairs. Beware of an enemy soldier who lurks near the door.

**EYES ONLY!**

### Captured Documents

Security Clearance 4 Personnel ONLY. All others must stop reading immediately or face severe reprimand.

General Otto Bauer, the head of Germany's weapon research program, has been assassinated. This information is to remain confidential until a general announcement has been made.

## RUSSIAN MILITARY FACTORY

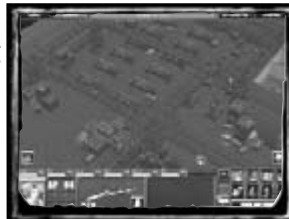
### OBJECTIVES

- I. Capture the Russian witness**
  - 1. Locate the Russian witness**
  - 2. Knock the Russian engineer unconscious**
  - 3. Pick up the unconscious Russian engineer**
  - 4. Carry the engineer out of the combat area**



### BRIEFING

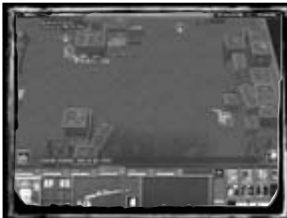
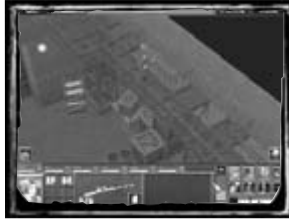
This is just one of many manufacturing and research facilities that were relocated to the Urals when the war began. Far from the frontlines, these factories are free to safely forge the might of the Red Army.





# AXIS MISSION: URAL MOUNTAINS

## CAPTURE THE RUSSIAN WITNESS

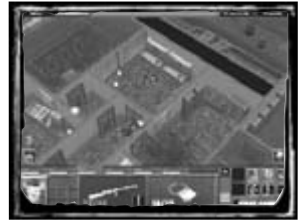


The only two essential squad members for this mission are a sniper and an engineer with at least one lock pick in his inventory, but preferably more. The squad starts off inside a

large factory and in view of enemy soldiers. Quickly hide and take cover behind boxes or go prone on the floor. A large group of enemy soldiers rushes down the aisle in front of the squad and on the left. Snipers and anyone else with rifles can rip the enemies to shreds as they approach. Remember to eliminate the snipers on the catwalk above.



Once the rush is over, have a sniper sneak onto the catwalk, and it's easy to eliminate any soldiers hiding at the end of the aisle. Avoid shooting any of the explosive canisters near the offices in the corner. The explosion can ruin the staircase and make it difficult to reach the target.



Enter the stairwell and fire a couple of shots to lure some enemies out of hiding. Move to the top floor and enter the office area. The target is in the back office on the right. He's accompanied by a single soldier who likes to hide behind the door, so walk around the door looking in that direction to avoid an interruption. Pick up the enemy and carry him out of the mission area.

### NOTE

There are a lot of locked doors and lockers in the area. An engineer can boost his or her engineering skills by picking all of the locks, but beware of enemies in the offices while exploring.

## EYES ONLY!

### Interrogation Summary

After taking a few moments to calm down, Mikhail Valerievich Sinitsyn embarks on a painfully long explanation of his life. He used to work as a scientist for the terrorist organization known as Thor's Hammer. He was assigned to Ivan Lebedev, the head of a secret weapons complex in the Urals. Mikhail shows the precise location of the facility on the map. He is obviously grateful to disclose the information to someone who believes him and appears genuinely interested.

Shortly after commencing work, he grew distrustful of Lebedev's intentions, and, in a courageous episode of fear, fled the complex. Realizing the organization would hunt him down due to his extensive knowledge of their activities, he decided to offer his engineering services to the Russians. Their scientists were surrounded by security. Yet, he knew it was only a question of time before the organization would find him.



# UNKNOWN COMPLEX

## OBJECTIVES

- I. Capture any information about the research on this factory**
  1. Find information about the research on this factory
  2. Pick up the folder with the documents
- II. Capture the commander of this industrial complex**
  1. Locate the leader of this factory
  2. Knock the leader of the factory unconscious
  3. Pick up the factory leader
  4. Carry the captured person out of the combat area
- III. Obtain the documents that reveal the connections of this installation**
  1. Locate the information that mentions contacts with other forces
  2. Pick up the letter
- IV. Retrieve any information of the logistics of the organization**
  1. Locate any documents on the logistics of the factory
  2. Pick up the letter
- V. Capture the information about the German partners of this installation**
  1. Discover any documents about German partners of this research center
  2. Pick up the notebook

## BRIEFING



Little is known about this unidentified industrial complex in the Ural Mountains region that presumably belongs to the renegade Organization. Scouts report seeing mechanical creatures roaming around the area.

## CAPTURING ENEMY PANZERKLEINS



The entrance to the base is well guarded, so a direct assault would be suicide. Send a sniper and a scout up the rocks in front of the squad and hide behind the side building. The sniper should be able to pick off the soldiers manning the large guns on the hill and anyone near the main building's entrance. Stay back and let the enemy come to the sniper. Getting caught in the open is bad news because several enemies pack powerful energy weapons capable of devastating damage.



# AXIS MISSION: URAL MOUNTAINS



Meanwhile, the scout should sneak around the back of the building and cover the door to the barracks. Two unmanned Panzerkleins are sitting out front. Enemy engineers will dash for the Panzerkleins as soon as they realize enemies are in the area, but the scout should be able to cut them down as they emerge.



Move the rest of the squad up once the area is clear. There is a large number of enemy engineers inside the main building. Pick them off as they rush forward. There are explosives hidden throughout the building. Do whatever you must to ensure that none of the explosives are accidentally triggered. If a single explosive is triggered, it will cause a devastating chain reaction that will level the entire building, and the mission will be a failure.

## CAPTURE THE COMMANDER



With the enemy engineers eliminated, it's time to take over the Panzerkleins. Move them down the hill away from the base to lure enemies into the open. Also have the sniper gather all of the energy weapons and ammunition. The sniper should hide along the side somewhere to aid the Panzerkleins in the battle to come. Soon, a group of enemy Panzerkleins attacks. There are five in all, but they tend to attack in smaller groups of two. Regular bullets are nearly worthless against a Panzerklein, so focus on using the captured Panzerkleins to mow them down. The other soldiers can assist by picking up grenade launchers and energy weapons.

**NOTE** Panzerkleins often survive longer than their pilots. In these situations, have one of your soldiers pull the pilot out of the machine and claim it for yourself.





Eventually, the commander wanders out of the main building in a white Panzerklein. Focus all of your firepower on this enemy and eliminate him. Once he's down for the count, the base's self-destruct mechanism is triggered. Quickly exit the mission area while carrying the commander to finish the mission successfully. If the building explodes before the squad leaves the area, the mission will be considered a failure.

**NOTE** Take the commander's Panzerklein. The red Panzerkleins can't be taken back to base, but the commander's Panzerklein can be kept and used in later missions.

EYES ONLY!

## Interrogation Summary

Preliminary: Lev Kirillovich Orlov

Despite intensive interrogation, Lev Kirillovich Orlov has remained uncooperative, offering only minor bits and pieces of knowledge he possesses. Initially, he feigned some unheard of mental condition, whereby he blurted out random incoherent thoughts interspersed with various descriptive slang for the human anatomy. However, it appears we have found a cure for his illness. Orlov has since provided us with the location of the terrorist group's factory (Thor's Hammer) in Switzerland. He also made repeated references to an Ivan Lebedev. He claims, at times, to be his successor.

EYES ONLY!

Follow-up: Lev Kirillovich Orlov

Further interrogation of Lev Kirillovich Orlov, the head of Thor's Hammer organization in the Urals, has revealed that the terrorists have been mining a rare mineral from Russian soil. This element has been exported from the country to an undetermined destination, right under the noses of Russian authorities. Apparently, this naturally occurring element found below the earth's surface possesses unnatural properties when refined by highly advanced methods. The ultimate destination of this mineral may provide more answers. Or, Orlov may have contracted yet another undiagnosed mental condition, which would render all this intelligence meaningless.



## GATHER THE DOCUMENTS

There are four documents hidden inside of the main building. They must be gathered before the commander is defeated. Otherwise, there won't be enough time to collect them before the building explodes. The best strategy is to send in a scout while fighting the engineers after the guards in front of the main building are defeated. The scout should have plenty of time to gather the documents before the commander engages the rest of the squad.

# AXIS MISSION: URAL MOUNTAINS



The first document is in an office at the back of the building. To reach it, climb the stairs on the right side of the building. This leads to the top of the building. Check the office with windows that overlook the back of the train, and the document revealing the German partners should be sitting on the desk.

EYES ONLY!

## Captured Documents

Surt,

The Panzerklein exchange proved far more complex than you are aware. The initial prototypes, produced here in Russia, were offered to the Germans. The buyer, a certain General, was reluctant and eventually backed out. This delay was corrected by finding a successor with a much better attitude. General Muller was willing to exchange the technology we wanted for Panzerkleins. However, he insisted that the Panzerkleins be built on German soil by Germans. As a result, he was only interested in acquiring their design specs. Since then, Muller has established a Panzerklein factory in the German Advanced Weapons Research Laboratory. Under his direct supervision, this factory is currently producing German Panzerkleins.

Hope this answers your question,

Mimir



The other three documents are in the office that overlooks the hill in front of the main building. To reach the office, climb the ladder inside the building to reach the roof. This leads to a second office area. The first document with information on research should be sitting on the desk in the corner. The other two documents on connections and logistics should be inside of the large safe next to the door.

EYES ONLY!

## Captured Documents

The journal contains a number of blueprints for rocket engines and delivery capsules. Lebedev's notes suggest that, despite his best efforts, he has yet to find a design that will send a rocket and its payload into orbit.





**EYES ONLY!**

### Captured Documents

Ivan,

The agreed upon exchange could not be carried out as planned. There was an unexpected obstacle, which is in the process of being dealt with. The prototype, we discussed, is ready. However, it may be needed in dealing with the obstacle mentioned. The risk is extreme. Yet, it could prove necessary, and might be an excellent test of its capabilities. The documentation you need will be sent to you as soon as possible.

Hel

**EYES ONLY!**

### Captured Documents

Mimir,

Due to the loss of the latest shipment, we are in dire need of fresh material. This situation is to be your most urgent priority. Your failure will place the whole operation at risk. Without being more elaborate, I can imagine you understand where such an outcome would place you!

Hel



# HANNOVER

## GENERAL BAUER'S HEADQUARTERS

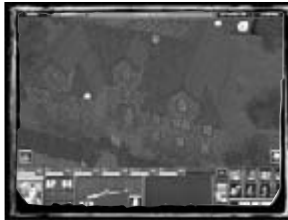
### OBJECTIVES

#### I. Protect General Bauer

1. Locate General Bauer
2. Protect the life of General Bauer

### BRIEFING

These headquarters were set up in a large and well-protected building that was constructed for that very purpose. It is located



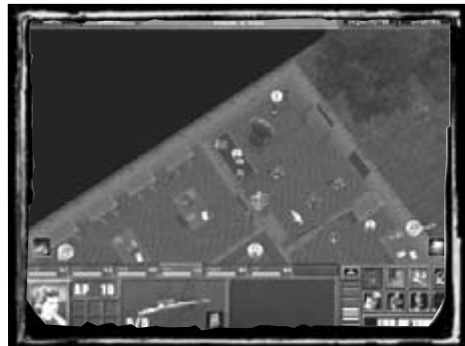
on the main road in the middle of the town. General Bauer, the commander of this facility, is a very hardworking officer who would often stay at work overnight. So when it was discovered that there may be a possible attempt on his life, and his home was deemed unsafe, the solution was simple. He moved into his headquarters, content that he would never have to leave his work.

## PROTECT GENERAL BAUER

This mission is simple. General Bauer is safely hidden away on the second floor, and there are many German soldiers running around to assist the squad with keeping the intruders back. Still, it's important to get into position quickly and keep the enemy from advancing.



Start by rushing into the courtyard in the center of the building and eliminating the two enemies coming up from the basement. Then place two soldiers at each of the ungarded doors to cut down enemies as they enter the building. One soldier should join the guard on the right side of the building, just to provide some backup and prevent him from being overwhelmed.



The last member of the squad should head upstairs to protect General Bauer. Chances are this soldier won't see any action, but better safe than sorry. As soon as the last enemy is defeated the mission is won.

**EYES ONLY!**

## Communiqué from Headquarters

For Distribution: Officers—Abwehr Section II

Despite the recent attempt on his life, and the numerous restrictions placed on his travel, General Bauer has decided to visit the local village. All precautions must be taken to ensure the safety of our head scientist. Fresh intelligence indicates that another attempt on his life is inevitable. Therefore, a team from Abwehr Section II has been assigned to accompany him.

# GERMAN STORE

## OBJECTIVES

1. Obtain the information on the enemy plans
  1. Locate the documents containing enemy plans
  2. Pick up the map



## BRIEFING

For a long period of time this location housed an ordinary civilian warehouse.

A few months ago, the authorities began converting it

for military use. Yet, the process seems to be taking an unexplainably long time, and is still not finished. The civilians moved out, but the military has yet to move in. Currently, the store remains in a transition stage and is rather deserted.



## OBTAIN THE INFORMATION



The store is run-down and easily infiltrated due to the dilapidated gate and minimal security. Go to the door on the side of the building. Watch out for a guard in the trees next to the door. As soon as any fighting begins, the guards at the end of the road come running. Hide against the wall and gun them down as they come around the corner.





Once inside the building, the trick is getting to the top floor, which is well guarded. There are soldiers covering the top of the staircases on either end of the building. Face away from the wall and walk up the stairs slowly. With a bit of luck, the enemy won't notice your soldiers until it's too late.



Clear out one side, then cut through the hall and clear out the other side. The documents are hidden in a crate near the left end of the building.

## EYES ONLY!

### Captured Documents

TOP SECRET

We have completed preparations for the raid on the German Intelligence base. Counter-intelligence confirms it is still in full operation. Scouts report the situation remains favorable. Standby for optimal attack conditions.

Codename Reindeer (If this came from British use Agent #86)

## GERMAN INTELLIGENCE HQ

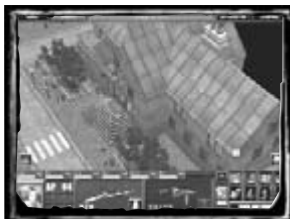
### OBJECTIVES

- I. Capture the enemy squad leader
  1. Identify and locate the enemy squad leader
  2. Pick up the unconscious enemy squad leader
  3. Carry the enemy leader out of the combat area
- II. Obtain the information on the German VIP security
  1. Locate the documents on the German VIP security
  2. Pick up the documents

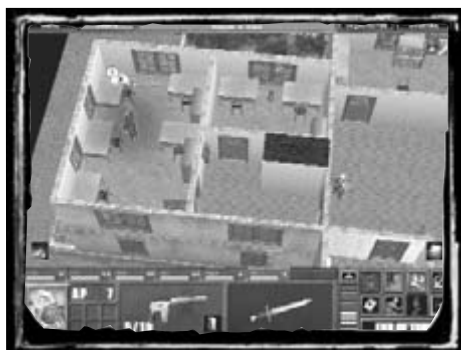


## BRIEFING

The local headquarters of German intelligence is located next to the main square in town. The square is a favorite place for an evening stroll or a friendly chat in the local café for the townsfolk. However, these days you'll see more soldiers than civilians strolling in the area. There are the patrols, numerous HQ guards, and many off-duty soldiers.



## OBTAIN THE INFORMATION



This is the easy part of the mission. The document you seek is located inside of the German Intelligence HQ, which is next to the squad's starting position. Run a single soldier into the building and check the offices on the second floor to find the document.

**EYES ONLY!**

## Captured Documents

For Distribution: Officers—Abwehr Section II

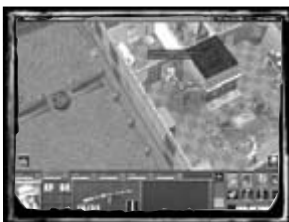
Despite the recent attempt on General Bauer's life, and the numerous restrictions on his travel, he has decided to visit the local village. All precautions must be taken to ensure the safety of our head researcher. Intelligence suggests a second attempt on his life is inevitable. It is up to Abwehr Section II to ensure he returns without incident.

## CAPTURE THE ENEMY SQUAD LEADER



The first thing to do is find cover. The newsstand provides a limited amount, and the foliage around the HQ building can also throw off an enemy's aim. Beware of several soldiers near the stairs on both sides at the start. Set a couple soldiers to eliminating them while another soldier or two get to the opposite side of the building next to the newspaper stand. Enemies may begin poring around this corner, so welcome them with an ambush.





The actual target is in the house in the back. Push forward and use the stairs to reach the second floor. Beware of a soldier who likes to hide in the stairwell. Blow open or pick the door at the top to find the enemy squad leader and two soldiers. Kill them all, then pick up the squad leader and leave the mission area.



EYES ONLY!

## Interrogation Summary

The full transcript of Wilken's questioning will require the death of too many trees and take many days of typing. I have never encountered such a cooperative enemy soldier. While a more complete report will follow at a later date, the importance of the following information cannot wait. Lieutenant Wilkens was kind enough to reveal the precise location of British Intelligence headquarters in England.

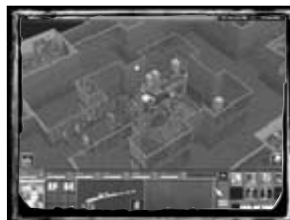
## GERMAN LABORATORY

### OBJECTIVES

- I. Find out the people behind the attack**
  - 1. Locate the documents that contain any names**
  - 2. Neutralize the person carrying the evidence**
  - 3. Pick up the pass**
- II. Protect the remains of the mysterious weapon**
  - 1. Get to the weapon location**
  - 2. Neutralize the person carrying the evidence**
  - 3. Pick up the weapon**
  - 4. Carry the weapon out of the combat area**

### BRIEFING

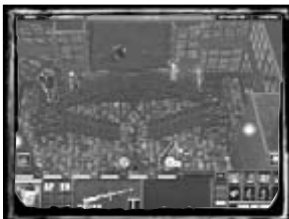
Behind the protection of the walls and guards of this facility, great minds have all the resources necessary to conduct their daring and advanced research. The results of their experiments may eventually be transformed into the latest technology, giving Germany an edge over the Allies. Therefore, every scientist working there is expected to make an extraordinary effort to achieve that objective.



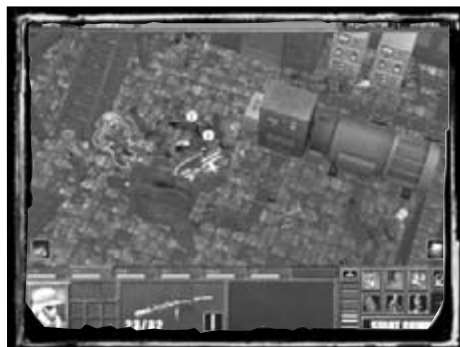
## PROTECT THE MYSTERIOUS WEAPON



Run the entire squad forward as soon as the battle begins and target the man dressed as a German officer. When he's killed, he drops both the mystery weapon and the documents containing evidence as to the identity of the attackers.



Cut down everyone in the room and get into position. Stay on top of the stairs and place three soldiers on both sides. From this perspective, they can see the soldiers storming the building and should have little trouble eliminating them all as they approach.



After the battle, grab the weapon and the folder from the ground below and exit the mission.



**EYES ONLY!**

### Captured Documents

The pass is signed by Oberst Helmut Koch, a German intelligence officer currently residing in his country manor.

After Hanke's been shown a pass with his signature, he admitted organizing the attack on the laboratory in order to take out or destroy fragments of the prototype weapon used to assassinate General Bauer. The prototype has been made available by the Organization that employs Hanke. How exactly that weapon works Hanke doesn't know; nor can he explain where the Organization obtained such technology. During further interrogation he pointed out a complex in Russia where the third force's research centre is located.—RTLab



# SWITZERLAND

## BERGER'S FACTORY

### OBJECTIVES

- I. Capture the owner of the factory**
  1. Locate the person who runs this factory
  2. Knock the owner of the factory unconscious
  3. Pick up the unconscious factory owner
  4. Carry the unconscious factory owner out of the combat area
- II. Capture any documents that can clarify the plans of Thor's Hammer**
  1. Find the documents that contain the plans of Thor's Hammer
  2. Pick up the documents
- III. Avoid civilian casualties**
  1. Do not kill any civilians

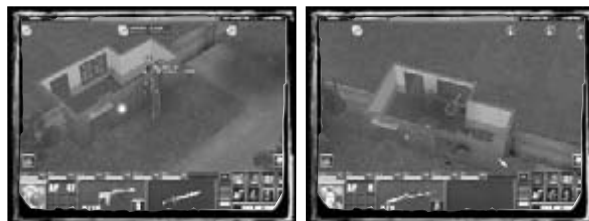
### BRIEFING

The factory was built around the turn of the century. It developed a solid reputation for producing various types of farm equipment. However, it went through a period where there was a dramatic increase in the volume of supplies and goods going in and out of the factory. Recently, its level of activity appears to have returned to normal. The nature of this upswing in business remains unknown.



## INFILTRATING THE FACTORY

Equipment is important for this mission. It isn't necessary to take Panzerkleins, but there are enemy Panzerkleins to handle. Take energy weapons if they're available to your squad. If not, be sure to load up on SMG ammunition and take silenced weapons. Even a low-caliber weapon can defeat a Panzerklein, but the odds of success increase dramatically if the enemy can't find the shooter.

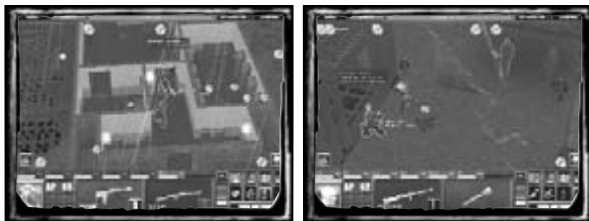


Getting into the factory is the easy part. Shoot the gate guard through the window, then put a sniper inside the guard hut and pick off enemies walking around the lot. Try to avoid being detected at first. Once the enemy is aware of the squad, the civilian workers begin to flood the area and increase the likelihood of their being hurt by a stray bullet.





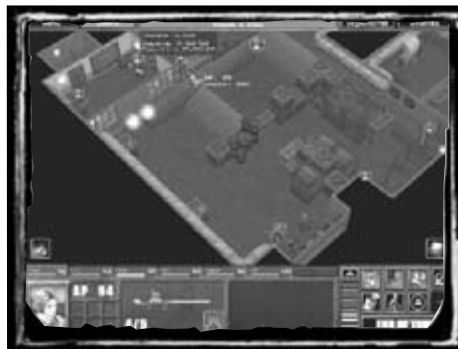
After clearing the lot, take up position next to the hangars and fire a few loud shots into the air to get things moving. This sends most of the civilians fleeing from the factory and draws out the enemy soldiers. Fighting in either hangar is dangerous because of the explosives littering the floor. Try to keep the fighting outside until you're certain the civilians are clear, then save before fighting in the hangars.



The target area is on the bottom floor under the left hangar. Reach it by going through the center building, down the stairs in back, and through the right hangar to the left. As the battle progresses, five Panzerkleins enter the left hangar through a door in the basement. This door is the squad's target. Take on the Panzerkleins with energy or silenced weapons at a safe distance from any remaining civilians. As the pilots are killed, pull them out of the machines and take possession of the Panzerkleins. Once all five are under the squad's control, you're ready to move deeper into the factory. Gather the squad at the door where the Panzerkleins entered and move on.

**NOTE** Once the civilians are clear of the first floor of each hangar, it's safe to shoot the explosives and destroy much of the area. This should also make it easier to deal with the Panzerkleins since they can't get out of the basement.

## CAPTURE ANY DOCUMENTS AND THE FACTORY OWNER

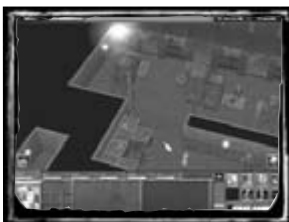


The squad enters the tunnels below the factory only to find themselves surrounded. This is a dangerous moment. There's a lot of heavy weaponry in one room. Take down the Panzerkleins and any enemy with an energy weapon before challenging the other targets.

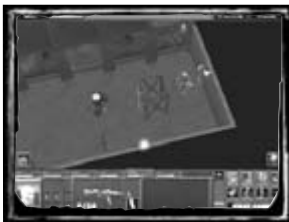
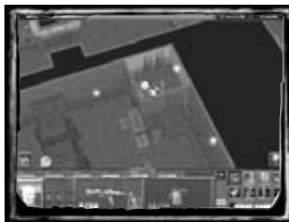


Push through the tunnels and beware of large explosions. They can rip through the floor and make it impossible for a Panzerklein to advance. As new Panzerkleins are defeated, leave those that are out of ammunition and take control of others. The target is in the large room in the back-left corner, so there's a lot of ground to cover. Use the ramp in the bottom-right corner to go down one level and over to the back room.

# AXIS MISSION: SWITZERLAND



The room at the end is a trap. As soon as someone enters the room, a gate blocks the entrance, so only one person is getting inside. Take over the Panzerklein if necessary and notice the roaming Panzerklein on the opposite side of the pistons in the center of the room. Shoot through the pistons to destroy the enemy Panzerklein. Someone can join the fight from outside of the room by standing next to the gate and firing through it. Use this strategy properly, and the enemy can be eliminated without getting a chance to fire a single shot.



Climb onto the catwalk and check the office in the corner after the battle to find the documents. Then cross the pistons using the ladder on either end. Don't try to pass under a piston, or the person doing so will be killed instantly. Pull the Panzerklein driver out of his machine and pick him up. You must then choose to leave the mission. It isn't possible to carry the man back over the pistons.



EYES ONLY!

## Captured Documents

The file holds sensitive documents relating to Thor's Hammer activities. In great detail, they explain how a newly developed rocket will launch an important payload into orbit. The payload is a satellite equipped with a "beam" weapon. The weapon can be controlled remotely. It is capable of striking any country on Earth. The launch facility for this rocket is located on a small rocky island in the North Sea.

EYES ONLY!

## Interrogation Summary

Rainer Berger is an engineer by profession. He worked his way up managing the Panzerklein factory in Switzerland, and eventually ended up controlling all of the Panzerklein production in Europe. Despite his insistence that his only desire is to invent, it's evident that he's a high-ranking member of Thor's Hammer. Rainer confirmed the leaders of the terrorist organization are Helena Hellsten, Oberst Helmut Koch, and Ivan Fedorovich Lebedev. They are constructing a major facility on an island in the North Sea. It is their intent to have it completed by the end of the war. For that is when, according to Berger, the world will be at its weakest.

# ORGANIZATION BASE

## THOR'S HAMMER'S BASE

### OBJECTIVES

#### I. Prevent the launch of the orbital weapon

1. Destroy T.H.O. leader's Panzerklein
2. Eliminate T.H.O. leader
3. Get the key for emergency exit

### BRIEFING

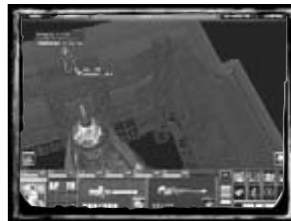
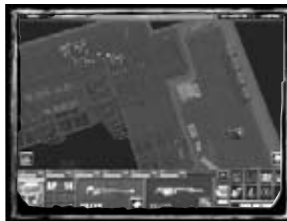
Tucked away on this remote island, the enemy remains determined to succeed with their business. How foolish! While striking the island with long-range bombers is an option, it has been decided that you should be granted the honor of finishing off what you have started. Good luck crushing them in their lair!



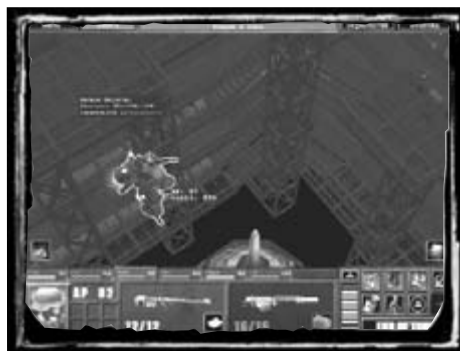
## DESTROY T.H.O. LEADER'S PANZERKLEIN

Get off to a good start by bringing the right gear for the job. Everyone should come equipped with a Panzerklein. Equip each Panzerklein with energy weapons or cannons if possible. Those with machine guns are worthless in the

battle to come. Helena, T.H.O.'s leader, has a very powerful Panzerklein, and attacking the machine rather than the pilot is suicide. Also give the squad leader a good selection of regular weapons, ammunition, and a few medical items.



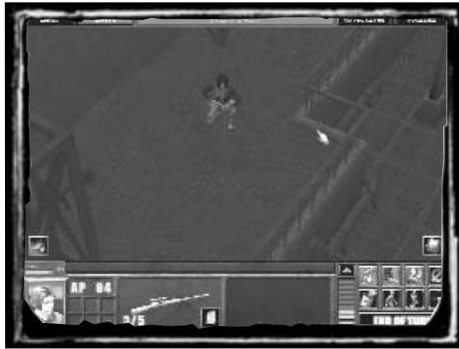
The base is a spiral staircase inside of a missile silo. Work the part down toward the bottom and be ready for a few ambushes along the way. They're nothing too challenging, just an enemy soldier and a Panzerklein.



Keep an eye on the center of the shaft. Helena's Panzerklein can fly, and it's hovering somewhere near the tip of the missile. As soon as she's spotted, quickly move the squad into position so everyone has a clear shot on her. Attack with everything available. Her Panzerklein is equipped with powerful energy weapons that attack the pilot. Have a medic ready to perform emergency heals as necessary. She has about 10 times as much health as a normal enemy, so it takes a lot of pounding to ground her.

# AXIS MISSION: ORGANIZATION BASE

## ELIMINATE T.H.O. LEADER



Once Helena's Panzerklein is grounded, the squad leader (the character you created or chose at the game's beginning) is forced to face her one-on-one without the aid of Panzerkleins. Hopefully, the squad leader has a good weapon. If so, slip into the middle of the missile silo and take aim. Go for a headshot if the character has decent shooting ability. If not, a grenade or SMG might be the best bet. Helena tends to start to the side, so go low and beware of an interruption. If the squad leader isn't a particularly proficient killer, it may be a long fight. Use the cover of the metal columns and the missile to help your character survive the battle.

## GET THE KEY



After Helena is defeated, the squad leader still has to find a way out of the silo. Check Helena's corpse for a key. Use the key to leave via the emergency exit in the back of the room. Congratulations. You've just saved millions of innocents and put an end to Thor's Hammer's operations.





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